```
BLLPRACT C
                                  PRAC4QUE.C
 Include(stdin.h)
linclude(conio.h)
#include<stdlib.h>
struct node
 int info;
struct node *next;
struct node *front=NULL, *rear=NULL, *newnode;
void createqueue(int data)
newnode=(struct node*)malloc(sizeof(struct node));
 newnode->info=data;
 newnode->next=NULL:
 if (front==NULL)
  front=newmode:
  rear=newnode;
                                                                   F10 Menu
                                                              Make
        Alt FO Nort Mag Alt F7 Press Meg Alt-F9 Commile
```

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PRACAQUE.C ===
  rear=newnode;
 else
  rear->next=newmode;
  rear=newnode;
int deletee()
 struct node *pointer, *del;
 del->info=front->info;
 pointer=front->next;
 free(front);
 front=pointer;
 return del->info;
void display()
                                                                        Go to Settings to activate Wind
   — 39:1 ——
```

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INHUTUUE.U
void display()
 struct node *temp=front;
 printf("Queue is :Nt");
 while(temp!=NULL)
  printf("xd\t", temp->info);
  temp=temp->next;
void main()
 int choice, data;
 clrscr():
 while(1)
  printf("\n1.Insert\n2.Delete\n3.Display\n4.Exit\n");
  printf("Enter your choice : ");
 _ scanf ("xd", &choice);
                                                                   Activate Windows
   — 58:1 —√□
```

```
PRAC4QUE.C
switch(choice)
 case 1:
       printf("Enter data to insert : ");
       scanf ("xd", &data);
       createqueue(data);
       break:
 case 2:
       printf("Data deleted is : xd", deletec());
       break:
  case 3:
       display();
       break:
  case 4:
       exit(0);
        break:
getch();
                                                                        Activate Windows
                                                                        Go to Settings to activate Windy
```