```c
#include<stdio.h>
#include<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=newnode;
  rear=newnode;
```

```
 rear=newnode;
 }
 else
 {
  rear->next=newnode;
  rear=newnode;
 }
}

int deletee()
{
 struct node *pointer,*del;
 del->info=front->info;
 pointer=front->next;
 free(front);
 front=pointer;
 return del->info;
}

void display()
```

```
void display()
{
 struct node *temp=front;
 printf("Queue is :\t");
 while(temp!=NULL)
 {
  printf("%d\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("%d",&choice);
```

```
switch(choice)
{
 case 1:
      printf("Enter data to insert : ");
      scanf("%d",&data);
      createqueue(data);
      break;
 case 2:
      printf("Data deleted is : %d",deletee());
      break;
 case 3:
      display();
      break;
 case 4:
      exit(0);
      break;
 }
}
getch();
}
```