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Queue

Void insert()

{

struct node \*newnode;

newnode = (struct node \*) malloc(sizeof(struct node));

printf("Enter the element");

scanf("%d", &newnode->data);

newnode->next = NULL;

if (rear == NULL)

{

rear = newnode;

front = newnode;

}

else

{

rear->next = newnode;

rear = newnode;

}

}

Void del()

{

if (front == NULL)

{

Print("Queue is empty");

return;

}

else

{

Print("Deleted ele is %d", front->data);

if (front == rear)

{

Print("Queue is empty");

front = NULL;

rear = NULL;

}

else

front = front->next;

}

}