Derek Stanley Kannal
1BM19CS075

~~Queue — Stack (SLL)~~
Queue Operations

```
void create(int str)
{ struct node *newnode, *temp, *head;
  if(str==1)
    head = head1;
  else
    head = head2;
  int item;
  newnode = (struct node *) malloc (sizeof (struct node));
  printf("Enter the data");
  scanf("%d",&item);
  newnode -> data = item;
  if(head == NULL)
  { newnode -> next = NULL;
    head = newnode;
    if(str==1)
      head1 = head;
    else
      head2 = head;
    printf("Node created\n");
  }
  else
  { temp = head;
    while(temp -> next != NULL)
    { temp = temp -> next; }
    temp -> next = newnode;
    newnode -> next = NULL;
    printf("Node created\n");
  }
}
```


Derek

```
void concat()
{ struct node *temp1 = head1, *temp2 = head2;
  while (temp1 -> next != NULL)
     temp1 = temp1 -> next;
  temp -> next = temp2;
}

void reverse(int str)
{ struct node *prev = NULL, *current, *next = NULL;
  if (str == 1)
  { current = head1; }
  else if (str == 2)
  { current = head2; }
  while (current != NULL)
  {  next = current -> next;
     current -> next = prev;
     prev = current;
     current = next; }
  if (str == 1)
    head1 = prev;
  else if (str == 2)
    head2 = prev;
  display (str);
}
```


Derek

```
void display (int str)
{   struct node *ptr = NULL;
    if (str == 1)
      ptr = head1;
    else if (threadstr == 2)
      ptr = head2;
    if (ptr == NULL)
    { printf ("Nothing to print \n"); }
    else
    {   while (ptr != NULL)
        { printf ("%od", ptr -> data);
          ptr = ptr -> next;
        }
    }
}
```


Derek