```
#include<stdio.h>
#include<conio.h>
#include<alloc.h>
#include<stdlib.h>
struct node
{
int data;
struct node *link;
};
struct node *cur,*first,*last;

void create();
void insert();
void delte();
void display();

void create()
{
printf("\nENTER THE FIRST ELEMENT: ");
cur=(struct node *)malloc(sizeof(struct node));
scanf("%d",&cur->data);
cur->link=NULL;
first=cur;
last=cur;
}
void insert()
{
printf("\nENTER THE NEXT ELEMENT: ");
cur=(struct node *)malloc(sizeof(struct node));
scanf("%d",&cur->data);
cur->link=NULL;
last->link=cur;
last=cur;
}
void delte()
{
if(first==NULL)
{
printf("\t\nQUEUE IS EMPTY\n");
}
else
{
```

```
cur=first;
first=first->link;
cur->link=NULL;
printf("\n DELETED ELEMENT IS %d\n",cur->data);
free(cur);
}
}
void display()
{
cur=first;
printf("\n");
while(cur!=NULL)
{
printf("\t%d",cur->data);
cur=cur->link;
}
}

void main()
{
int ch;
clrscr();
while(1)
{
printf("\n\n 1.CREATE \n 2.INSERT \n 3.DELETE \n 4.EXIT \n");
printf("\nENTER YOUR CHOICE : ");
scanf("%d",&ch);
switch(ch)
{
case 1:
        create();
        display();
        break;
case 2:
        insert();
        display();
        break;
case 3:
        delte();
        display();
        break;
case 4:
        exit(0);
```

```
}
}
}
```

-->>SAMPLE INPUT OUTPUT :

```
1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 1

ENTER AN ELEMENT : 10

10

1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 2

ENTER AN ELEMENT : 20

10   20

1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 2

ENTER AN ELEMENT : 30

10   20   30
```

```
1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 3

DELETED ELEMENT IS 10

20   30

1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 3

DELETED ELEMENT IS 20

 30

1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 3

DELETED ELEMENT IS 30



1.CREATE
2.INSERTION
3.DELETION
4.EXIT

ENTER YOUR CHOICE : 3

QUEUE IS EMPTY
```