Q3:- Yes it can be done.

```
Void EnQueue(Queue *q, int value)

struct Node* temp = new node;
 temp-> data = value;
if (q-> front == Null)
   q-> front = temp;

else
      q-> rear -> link = temp;

q-> rear = temp
q-> rear -> link = q-> front

int deque (Queue * q)

{
    if (q-> front == Null)

    { if (q-> front
      Cout<< "Queue is empty" <<endl;

      return;
      return INT_MIN;
    }

int value;
                          // This is last node
if (q-> front == q-> rear)   to be deleted
{ q
      value = q-> front -> data
```

Date: _____

```
free (q -> front);
q -> front = NULL;
q -> rear = NULL;
}
else    // There are more than one node
{
    struct Node* temp = q -> front
value = temp -> data;
q -> front = q -> front -> link
q -> rear -> link = q -> front;
free (temp);
}
```