```cpp
#include<iostream>
#include<conio.h>
using namespace std;
struct queue
{int x;
queue *L;
};
void en_linked_queue(queue **r,queue **f)
{queue *T=new(queue);
if(T==NULL)
{cout<<"no space\n";
getch();
return;
}
cout<<"Enter the value\n";
cin>>T->x;
T->L=NULL;
if((*f)==NULL)
{
    (*f)=(*r)=T;
}
else
{(*r)->L=T;
(*r)=T;
}
}
void de_linked_queue(queue **f,queue**r)
{if(*f==NULL)
{cout<<"queue is empity\n";
getch();
return;
}
else
{queue *T=*f;
cout<<"The deleted value is:"<<(*f)->x<<endl;
if((*f)==(*r))
        (*r)=NULL;
(*f)=(*f)->L;
delete T;
}
}
void print_linked_queue(queue *f)
{if(f==NULL)
{cout<<"queue is empity:\n";
getch();
return;
}
else
{cout<<"The values are:\n";
while(f!=NULL)
{cout<<f->x<<endl;
f=f->L;}
}
}
void main()
{
queue *f=NULL;
queue *r=NULL;
```

```cpp
    int op;
    do
    {cout<<"press 1 to add in queue:\n";
     cout<<"press 2 to delete from queue:\n";
     cout<<"press 3 to print queue:\n";
     cout<<"press 4 to exit:\n";
     cout<<"please enter your choice:";
     cin>>op;
     switch(op)
     {case 1:en_linked_queue(&r,&f);break;
      case 2:de_linked_queue(&f,&r);break;
      case 3:print_linked_queue(f);break;
      case 4:break;
     }
     cout<<"to exit press 0:";
     cin>>op;
    }while(op!=0);
getch();
}
```