

Practical 8b

Pra8B Implement a Queue using Linked List and perform the Queue operations: Enqueue , Dequeue and Print using Menu Driver Program such as 1.Add, 2.Delete and 3. Print and 4. Exit.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
// Define the structure for a node in the linked list
```

```
struct Node {
```

```
    int data;
```

```
    struct Node* next;
```

```
};
```

```
// Define the Queue structure with pointers to the front and rear nodes
```

```
struct Queue {
```

```
    struct Node* front;
```

```
    struct Node* rear;
```

```
};
```

```
// Function to initialize the queue
```

```
void initializeQueue(struct Queue* q) {
```

```
    q->front = NULL;
```

```
    q->rear = NULL;
```

```
}
```

```
// Function to check if the queue is empty
```

```
int isEmpty(struct Queue* q) {
```

```
    return q->front == NULL;
```

```
}
```

```
// Function to enqueue (add) an item to the queue
```

```
void enqueue(struct Queue* q, int value) {
```

```
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
```

```

if (!newNode) {
    printf("Memory allocation failed.\n");
    return;
}

newNode->data = value;
newNode->next = NULL;

if (isEmpty(q)) {
    q->front = q->rear = newNode; // If the queue is empty, both front and rear point to the new node
} else {
    q->rear->next = newNode; // Add the new node to the rear
    q->rear = newNode;      // Update the rear pointer
}

printf("Enqueued %d to the queue\n", value);
}

// Function to dequeue (remove) an item from the queue
void dequeue(struct Queue* q) {
    if (isEmpty(q)) {
        printf("Queue is empty. Cannot dequeue.\n");
        return;
    }

    struct Node* temp = q->front;
    int removedValue = temp->data;
    q->front = q->front->next; // Move the front pointer to the next node

    // If the queue becomes empty, update the rear pointer to NULL
    if (q->front == NULL) {
        q->rear = NULL;
    }

    free(temp); // Free the memory of the removed node

```

```
    printf("Dequeued %d from the queue\n", removedValue);
}
```

```
// Function to print the queue elements
```

```
void printQueue(struct Queue* q) {
```

```
    if (isEmpty(q)) {
```

```
        printf("Queue is empty\n");
```

```
        return;
```

```
    }
```

```
    struct Node* temp = q->front;
```

```
    printf("Queue contents: ");
```

```
    while (temp != NULL) {
```

```
        printf("%d ", temp->data);
```

```
        temp = temp->next;
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
// Menu function to drive the program
```

```
void menu() {
```

```
    struct Queue q;
```

```
    initializeQueue(&q); // Initialize the queue
```

```
    int choice, value;
```

```
    while (1) {
```

```
        // Display the menu options
```

```
        printf("\nMenu:\n");
```

```
        printf("1. Add (Enqueue)\n");
```

```
        printf("2. Delete (Dequeue)\n");
```

```
        printf("3. Print Queue\n");
```

```
        printf("4. Exit\n");
```

```
        printf("Enter your choice: ");
```

```
        scanf("%d", &choice);
```

```

switch (choice) {
    case 1:
        // Enqueue operation
        printf("Enter the value to enqueue: ");
        scanf("%d", &value);
        enqueue(&q, value);
        break;

    case 2:
        // Dequeue operation
        dequeue(&q);
        break;

    case 3:
        // Print the queue
        printQueue(&q);
        break;

    case 4:
        // Exit the program
        printf("Exiting the program.\n");
        exit(0);

    default:
        printf("Invalid choice. Please enter a valid option.\n");
}
}

int main() {
    menu(); // Start the menu-driven program
    return 0;
}

```

}

