

Practical 8[B]

AIM: 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.

Program:-

```
//Queue Implementation using linked list

#include<stdio.h>

#include<stdlib.h>


//Structure of the node

struct node{

    int data;

    struct node* next;

};

int data;

struct node* front = NULL;

struct node* rear = NULL;


//Inserting data in queue.(Enqueue function):

int enqueue(){

    //Creating the node first

    struct node* p;

    p = (struct node*)malloc(sizeof(struct node));

    if(p == NULL){

        //Checking the queue is overflow or not

        printf("The Queue is overflow\n");

    }

    printf("Enter the data:\t");

    scanf("%d", &p->data);

    p->next = NULL; // Initialize new node's next to NULL


    if (front == NULL && rear == NULL)

    {

        // First element in queue

        front = rear = p;

    }

}
```

```

else

{
    // Add to the end of the queue

    rear->next = p;

    rear = p;
}

return 0;
}

// Deleting data in queue.(Deque function):
int dequeue(){
    struct node* p;

    if(front == NULL && rear == NULL){
        printf("The Queue is underflow\n");
    }

    else
    {
        struct node *p = front;

        printf("The deleting data is %d\n", front->data);

        front = front->next;

        if (front == NULL)
        {
            // If queue becomes empty, update rear to NULL

            rear = NULL;
        }

        free(p);
    }

    return 0;
}

void display(){
    struct node* display;

```

```

display = front;

if(front == NULL){

    printf("The Queue is empty can not print the element.\n\n");

}else{

    printf("The data in the Queue:\t\n");

    while(display != NULL){

        printf("%d\t", display -> data);

        display = display -> next;

    }

    printf("\n" );

}

}

```

```

int main(){

    int choice;

    printf("Queue Implementation using Linked List\n");

    printf("Choices\n1.Enqueue\t2.Dequeue\t3.Print\t4.Exit\n");

    do

    {   printf("Enter the choice:\t");

        scanf("%d",&choice);

        switch (choice)

        {

            case 1:

                enqueue();

                break;

            case 2:

                dequeue();

                break;

            case 3:

                display();

                break;

            case 4:

                printf("You exit the program successfully.\n");

                break;

```

default:

```
printf("Please enter valid choice as mention\n");
```

```
break;
```

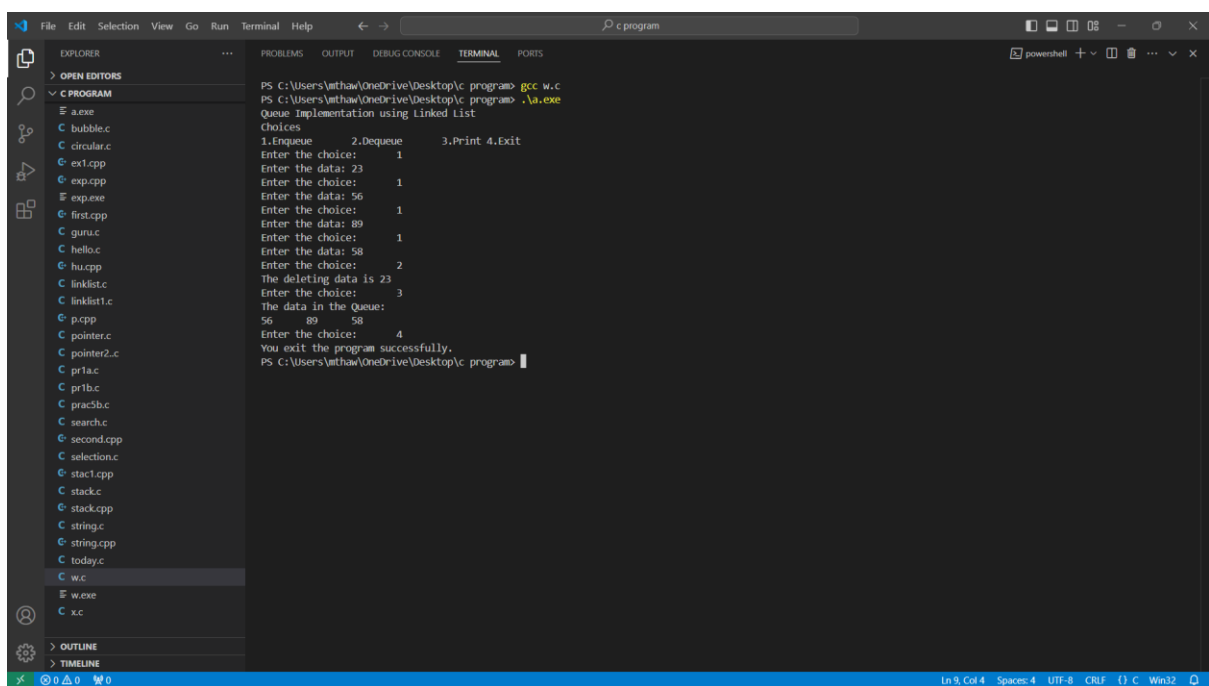
```
}
```

```
} while (choice != 4);
```

```
return 0;
```

```
}
```

Output:-



```
PS C:\Users\wthaw\OneDrive\Desktop\c program> gcc w.c
PS C:\Users\wthaw\OneDrive\Desktop\c program> .\a.exe
Queue Implementation using Linked List
Choices
1.Enqueue      2.Dequeue      3.Print 4.Exit
Enter the choice: 1
Enter the data: 23
Enter the choice: 1
Enter the data: 56
Enter the choice: 1
Enter the data: 89
Enter the choice: 1
Enter the data: 58
Enter the choice: 2
The deleting data is 23
Enter the choice: 3
The data in the queue:
56      89      58
Enter the choice: 4
You exit the program successfully.
PS C:\Users\wthaw\OneDrive\Desktop\c program>
```

Github link :- <https://github.com/MayurThaware122/DSA>