Lab Program 8b :- Queue

```
struct node
{
    int data;
    struct node *next;
};
void enq ( struct node **headptr, int value)
{
    struct node *newnode;
    newnode = (struct node *) malloc ( sizeof (struct node));
    newnode -> data = value;
    newnode -> next = NULL;
    if (*headptr == NULL)
        *headptr = newnode;
    else
    {
        newnode -> next = *headptr;
        *headptr = newnode;
    }
}
void deq ( struct node **headptr)
{
    struct node *temp;
    temp = *headptr;
    if (temp == NULL)
    {
        printf ("The list is empty! \n");
        return;
    }
    else if (temp -> next == NULL)
    {
        headptr = NULL;
        printf ("Last element has been deleted \n");
        return;
    }
    else
    {
        while (temp -> next) -> next != NULL)
            temp = temp -> next;
        temp -> next = NULL;
        printf (" Rear element has been deleted \n");
    }
}
```

```
void display (struct node * temp)
{
    if (temp == NULL)
    {
        printf (" The list is empty!!! \n");
        return;
    }
    else
    {
        while (temp != NULL)
        {
            printf ("%d \t", temp -> data);
            temp = temp -> next;
        }
        printf ("\n");
    }
}
```