#include<stdio.h>

#include<stdlib.h>

typedef struct{

int key;

}element;

struct queue{

element data;

struct queue \*link;

};

typedef struct queue \*queueptr;

queueptr front[100],rear[100];

void create()

{

for(int i=0;i<100;i++)

{

front[i]=NULL;

rear[i]=NULL;

}

}

void add(int i,element item)

{

queueptr temp;

temp=(struct queue\*)malloc(sizeof(struct queue));

temp->data=item;

temp->link=NULL;

if(front[i])

{

rear[i]->link=temp;

}

else

{

front[i]=temp;

}

rear[i]=temp;

}

element delete(int i)

{

queueptr temp=front[i];

element item;

element x;

x.key=-1;

if(!temp)

{

return x;

}

item=temp->data;

front[i]=front[i]->link;

free (temp);

return item;

}

void display(int i)

{

queueptr temp=front[i];

for(;(temp)!=NULL;temp=temp->link)

{

printf("%d\t",(temp->data).key);

}

}

void main(){

create();

int a,j;

while(1){

printf("enter the queue number:\n");

scanf("%d",&a);

printf("Enter 1 to add\n2 to delete\n3 to display.");

int o;

element item;

scanf("%d",&o);

switch (o)

{

case 1:

printf("Enter the item:\n");

scanf("%d",&j);

item.key=j;

add(a,item);

break;

case 2:

printf("%d",delete(a).key);

break;

case 3:

display(a);

}

printf("\nenter 0 to exit\n");

int b;

scanf("%d",&b);

if (b==0)

{

break;

}

}

}