```
/*WAP to implement QUEUE using linked list */
#include<iostream>
#include<cstdlib>
using namespace std;
struct node
  int data;
  node* next;
};
class prqueue
  node *head;
public:
  prqueue()
    head = NULL;
  void enqueue(int n)
    node *ptr = head;
    node *newNode = new node;
    newNode->data = n;
    if(head == NULL)
      head= newNode;
      newNode->next = NULL;
    }
    else
      while(ptr->next != NULL)
        ptr = ptr->next;
      newNode->next = ptr->next;
      ptr->next = newNode;
   }
 }
```

```
void dequeue()
    if(head == NULL)
      cout<<endl<<"Underflow!!"<<endl;
    else
      node *ptr = head;
      cout<<endl<<"The dequeued data is: "<<head->data<<endl;</pre>
      head = head->next;
      delete ptr;
    }
  }
  void display_prqueue()
    if(head == NULL)
      cout<<"\nThe list is empty!!"<<endl;</pre>
    else
      cout<<endl<<endl;
      node *ptr = head;
      while(ptr != NULL)
        cout<<" "<<ptr>>data<<" ";
        ptr = ptr->next;
      cout<<endl<<endl;
  }
};
int main()
  prqueue queueobj;
  int choose;
```

```
do
{
  fflush(stdin);
  cout<<"1. Enqueue."<<endl;
  cout<<"2. Dequeue"<<endl;
  cout<<"3. Exit"<<endl;
  cout<<"\n\n\tChoose an option: ";</pre>
  cin>>choose;
  switch (choose)
  case 1:
    int val;
    cout<<"\nEnter push val: ";</pre>
    cin>>val;
    queueobj.enqueue(val);
    break;
  case 2:
    queueobj.dequeue();
    break;
  case 3:
    exit(1);
    break;
  default:
    cout<<"Invalid input";</pre>
    break;
  }
  queueobj.display_prqueue();
while (choose != 3);
```

```
return 0;
/*WAP to implement QUEUE using linked list */
#include<iostream>
#include<cstdlib>
using namespace std;
struct node
  int info;
  node *next;
};
class Queue
  node *Front,*rear;
  bool IsEmpty()
  {
    if(Front==NULL)
      return true;
    else
      return false;
  }
public:
  Queue()
    Front=rear=NULL;
 void enqueue(int num)
  {
    node *temp=new node;
    if(temp==NULL)
      cout<<"\n\nFailed to initialize the new node.\n\n";
    else
      temp->info=num;
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temp->next=NULL;
    if(Front==NULL)
      Front=temp;
    else
      rear->next=temp;
    rear=temp;
}
void dequeue()
  if(IsEmpty())
    cout<<"\n\nQueue Underflow\n\n";
  else
  {
    node *temp;
    temp=Front;
    cout<<"\n\nThe dequeued element is : "<<temp->info<<endl<<endl;</pre>
    if(Front==rear)
      Front=rear=NULL;
    else
      Front=Front->next;
    delete temp;
  }
}
void viewfront()
{
  if(IsEmpty())
    cout<<"\n\nQueue Underflow\n\n";
  else
    cout<<"\n\nThe front element of queue is: "<<Front->info<<"\n\n";
void dispalyQueue()
{
  if(IsEmpty())
    cout<<"\n\nQueue Underflow\n\n";</pre>
  else
  {
```

```
node *temp;
      temp=Front;
      cout<<"\n\nElements of queue are : "<<endl;</pre>
      while(temp!=NULL)
        cout<<temp->info<<"\t";
        temp=temp->next;
      cout<<"\n\n";
  }
};
int main()
  int choice, num;
  Queue q;
  while(1)
    cout<<"1. Enqueue\n2. Dequeue\n3. View front element\n4. View
queue\n5. Exit\n\nEnter your choice: ";
    cin>>choice;
    switch(choice)
    case 1:
      while(1)
        cout<<"\nEnter -1 to finish enqueue\nEnter the value: ";</pre>
        cin>>num;
        if(num==-1)
          break;
        q.enqueue(num);
      break;
    }
    case 2:
    {
```

```
q.dequeue();
      break;
    }
    case 3:
      q.viewfront();
      break;
    }
    case 4:
      q.dispalyQueue();
      break;
    default:
      exit(0);
    }
  return 0;
}
/*WAP to implement QUEUE using linked list */
#include<iostream>
using namespace std;
class Queue
  struct node
    int data;
    struct node * next;
 };
public:
  struct node * start;
  struct node * newnode,* temp,* ptr,*Front,*Rear;
  void creation()
  {
```

```
Front=Rear=NULL;
  newnode = new node;
 cout<<"Enter the data for the queue(insert -1 to end the ): ";
  cin>>newnode->data;
 newnode->next=NULL;
 if (start==NULL)
    start=newnode;
   temp=newnode;
 }
  else
   temp->next=newnode;
   temp=newnode;
  }
  do
   enqueue();
    Front= start;
 while (newnode->data!=-1);
void enqueue()
  newnode=new node;
 cout<<"Enter the data to be stored in the queue: ";
  cin>>newnode->data;
 if (newnode->data!=-1)
    ptr=start;
   while(ptr->next!=NULL)
      ptr=ptr->next;
    ptr->next=newnode;
    newnode->next=NULL;
    Rear=newnode;
```

```
}
 }
 void dequeue()
 {
   ptr=start->next;
   delete start;
   start=ptr;
   Front=start;
 }
 void display_queue()
   ptr=start;
   cout<<"-----"<<endl;
   cout<<"\n\nThe queue is: "<<endl;</pre>
   cout<<"\t\t"<<ptr>>data;
   while(ptr->next!=NULL)
     ptr=ptr->next;
     cout<<"\t"<<ptr>>data;
   }
   cout<<endl;
   cout<<"Front: "<<Front->data<<endl;</pre>
   cout<<"Rear: "<<Rear->data<<endl;</pre>
   cout<<"-----"<<endl;
 }
};
int main()
 class Queue q;
 q.start=NULL;
 int choice=0,c=0;
 while(choice!=10)
 {
   C++;
   cout<<"\n\nyour Choice please: "<<endl;</pre>
   if (c==1)
   {
```

```
cout<<"0-Creating a new queue "<<endl;</pre>
    cout<<"1-Enqueue "<<endl;
    cout<<"2-Dequeue "<<endl;
    cout<<"10-Exit.\n"<<endl;
    cout<<"\t\tyour choice: ";</pre>
    cin>>choice;
    switch (choice)
    {
    case 0:
      q.creation();
      break;
    case 1:
      q.enqueue();
      break;
    case 2:
      q.dequeue();
      break;
    }
    q.display_queue();
  }
  cout<<"THANK YOU";
/*WAP to implement QUEUE using linked list */
#include<iostream>
using namespace std;
class linkList
  struct Node
  {
    int data;
    Node *next;
  };
  typedef struct Node* nodeptr;
```

```
nodeptr head;
public:
  linkList() //constructor
 {
    head=NULL;
  void enqueue(int new_data) //insert at the rear
    nodeptr p;
    nodeptr ptr=head;
    if(head==NULL)
      nodeptr p;
      p=new Node;
      p->data= new_data;
      p->next=head;
      head=p;
    }
    else
      while(ptr->next!=NULL)
        ptr=ptr->next;
      p=new Node;
      ptr->next=p;
      p->data =new_data;
      p->next =NULL;
   }
  }
                    // delete from the front
  int dequeue()
  {
    nodeptr ptr=head;
    if(head!=NULL)
      head=ptr->next;
      cout<<ptr->data<<" is Dequeued\n\n"<<endl;</pre>
```

```
delete ptr;
     return ptr->data;
   }
   else
     cout<<"Empty\n\n"<<endl;
     return -1;
   }
 }
 void display() // display the list
   nodeptr p=head;
   cout<<"\n\t============<"<<endl;
   cout<<"\taddress"<<"\t\tdata"<<"\tnext"<<endl;
   while(p!=NULL)
     cout<<"\t"<<p<>"\t"<<p->data<<"\t"<<p->next<<endl;
     p=p->next;
   }
   if(head==NULL)
     cout<<"\tEmpty"<<endl;</pre>
   cout<<"\tthats it"<<endl;
   cout<<"\t=======\n"<<endl;
 }
};
int main()
 linkList li;
 int x,a;
 int choice=-1;
 while(choice!=0)
 {
   cout<<"\n\nyour Choice please: "<<endl;</pre>
   cout<<"1-Enqueue "<<endl;
   cout<<"2-Dequeue "<<endl;
```

```
cout<<"0-Exit\n"<<endl;</pre>
    cout<<"\t\tyour choice: ";</pre>
    cin>>choice;
    system("CLS");
    cout<<"\tBEFORE LIST";</pre>
    li.display();
    switch (choice)
    case 1:
      cout<<"enter data to insert: ";
      cin>>x;
      li.enqueue(x);
      break;
    case 2:
      li.dequeue();
      break;
    cout<<"\tAFTER LIST";</pre>
    li.display();
  }
  cout<<"\n=======X======"<<endl;
  cout<<"\t THANK YOU "<<endl;</pre>
  return 0;
}
```