## /\*quque using linked list\*/

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
        int data;
        struct node*next;
};
struct node*front;
struct node*rear;
void insert();
void delete1();
void display();
int main()
{
        int ch=0;
        while(ch!=4)
        printf("***main menu***\n");
        printf("\n1.insert an element\n2.Delete an element\n3.Display the queue\n4.Exit\n");
printf("\nEnter your choice ?");
scanf("%d",&ch);
switch(ch)
{
case 1:
insert();
break;
case 2:
delete1();
break;
case 3:
```

```
display();
break;
case 4:
exit(0);
break;
default:
printf("\nEnter valid choice??\n");
}
}
}
void insert()
{
struct node *ptr;
int item;
ptr = (struct node *) malloc (sizeof(struct node));
if(ptr == NULL)
{
printf("\nOVERFLOW\n");
return;
}
else
{
printf("\nEnter value?\n");
scanf("%d",&item);
ptr -> data = item;
if(front == NULL)
{
front = ptr;
rear = ptr;
front -> next = NULL;
```

```
rear -> next = NULL;
}
else
{
rear -> next = ptr;
rear = ptr;
rear->next = NULL;
}
}
}
void delete1 ()
{
struct node *ptr;
if(front == NULL)
{
printf("\nUNDERFLOW\n");
return;
}
else
{
ptr = front;
front = front -> next;
free(ptr);
}
}
void display()
{
struct node *ptr;
ptr = front;
if(front == NULL)
{
```

```
printf("\nEmpty queue\n");
}
else
{ printf("\nprinting values .....\n");
while(ptr != NULL)
{
 printf("\n%d\n",ptr -> data);
 ptr = ptr -> next;
}
}
```



