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

```
#include<stdio.h>
#include<stdlib.h>
struct queue
{
        int data;
        struct queue*link;
};
struct queue*front;
struct queue*rear;
void insert(int item);
void delete_();
void display();
int main()
{
        int ch,item;
        while(1)
printf("**main menu**\n");
printf("1 - insert\n");
printf("2 -delete\n");
printf("3 -display\n");
printf("4 -exit\n");
printf("enter your choice: \n");
scanf("%d",&ch);
switch(ch)
{
case 1:
printf("enter the no to be inserted in queue: \n");
scanf("%d",&item);
insert(item);
```

```
break;
case 2:
delete_();
break;
case 3:
display();
break;
case 4:
exit(0);
default:
printf("invalid choice\n");
}
}
}
void insert(int item)
{
struct queue*new_node;
if(new_node==NULL)
{
printf("\nOVERFLOW\n");
return;
}
else
{
new_node=(struct queue*) malloc(sizeof(struct queue*));
new_node->data=item;
if(front==NULL)
{
front=new_node;
rear=new_node;
front->link=NULL;
```

```
rear->link=NULL;
}
else
{
rear->link=new_node;
rear=new_node;
rear->link=NULL;
}
printf("item inserted\n");
}
}
void delete_()
{
struct queue*ptr;
if(front==NULL)
{
printf("queue is empty\n");
return;
}
else
{
ptr=front;
front= front->link;
printf("deleted value: %d\n",ptr->data);
free(ptr);
}
other code
{
else
{
```

```
int x;
x=front->data;
front=front->link;
printf("the deleted value is %d",x);
}
}
*/
}
void display()
{
struct queue*ptr;
ptr=front;
if(front==NULL)
{
printf("quque is empty\n");
}
else
{ printf("queue is below\n");
while(ptr!= NULL)
{
printf("%d\n",ptr->data);
ptr=ptr->link;
}
}
}
```

