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```
#include <iostream>
 4 using namespace std;
5 int input1, input2, input3;
 6 class Node {
    public:
          int dataval;
          Node* nextval;
          Node(int dataval = 0, Node* nextval = nullptr) : dataval(dataval), nextval(nextval) {}
11 };
13 class SLinkedList {
    public:
          Node* headval;
          SLinkedList() : headval(nullptr) {}
         void listprint() {
   Node* printval = headval;
   while (printval != nullptr) {
      cout << printval->dataval << endl;
}</pre>
                    printval = printval->nextval;
               }
          }
25 };
27 class Queue {
28
29
    public:
          vector<int> queue;
          void enqueue(int item) {
               queue.push_back(item);
          }
```

```
int dequeue() {
               if (queue.size() < 1) {</pre>
                    return -1; // You can use any suitable value to indicate an empty queue
               }
int front = queue.front();
int front = queue.front();
               queue.erase(queue.begin());
               return front;
          void display() {
   for (int item : queue) {
      cout << item << " ";</pre>
               cout << endl;</pre>
          int size() {
               return queue.size();
54 };
55 void start(){
          int Choice;
          cout << "Enter Number of desired data structure: ";
cin >> Choice;
          switch (Choice) {
case 1:
          {
```

```
cout << "Array" << endl;</pre>
63
             vector<int> a;
64
             a.push back(input1);
65
             a.push back(input2);
66
             a.push back(input3);
67
             cout << "Items in the array are: ";</pre>
68
             for (int item : a) {
69 -
                 cout << item << " ";
70
71
             cout << endl;</pre>
72
73
             break:
74
        }
75
76
        case 2:
77 -
        {
             cout << "Linkedlist" << endl;</pre>
78
             SLinkedList list;
79
             list.headval = new Node(input1);
80
             Node* e2 = new Node(input2);
81
             list.headval->nextval = e2;
82
             Node* e3 = new Node(input3);
83
84
             e2->nextval = e3;
85
             list.listprint();
            break;
86
87
88
```

```
case 3:
              cout << "Stack" << endl;</pre>
              vector<int> stack;
              stack.push_back(input1);
              stack.push_back(input2);
              stack.push_back(input3);
              cout << "Initial stack" << endl;</pre>
              for (int item : stack) {
                  cout << item << "'";
100
              cout << endl;</pre>
              cout << "Elements popped from stack:" << endl;</pre>
              while (!stack.empty()) {
                  cout << stack.back() << endl;</pre>
                  stack.pop_back();
              cout << "Stack after elements are popped is empty." << endl;</pre>
              break;
         }
110
111 -
112
              cout << "Queue" << endl;</pre>
113
              Queue q;
114
              q.enqueue(input1);
115
              q.enqueue(input2);
116
              q.enqueue(input3);
              cout << "Items Inside the queue: ";</pre>
117
118
              q.display();
119
              cout << endl;</pre>
120
              q.dequeue();
              cout << "After removing an element: ";</pre>
121
```

```
q.display();
122
123
              q.dequeue();
              cout << "After removing an element: ";</pre>
124
125
              q.display();
              q.dequeue();
126
              cout << "After removing an element: ";</pre>
127
              q.display();
128
129
              break;
          }
130
131
132
          default:
              cout << "Invalid choice" << endl;</pre>
133
134
          }
135
136 int main() {
          cout << "Enter 1st number : ";</pre>
137
          cin >> input1;
138
          cout << "Enter 2nd number : ";</pre>
139
          cin >> input2;
140
          cout << "Enter 3rd number : ";</pre>
141
          cin >> input3;
142
143
          cout << input1 << endl;</pre>
144
          cout << input2 << endl;</pre>
145
146
          cout << input3 << endl;</pre>
147
          cout << "--Menu--" << endl;</pre>
148
149
          cout << "1. Array" << endl;</pre>
          cout << "2. Linkedlist" << endl;</pre>
150
          cout << "3. Stack" << endl;</pre>
151
          cout << "4. Queue" << endl;</pre>
152
153
```

```
154
         label1:
         start();
         char choice;
156
         cout<<"Do you want to pick a different data structure?(Y/N): ";</pre>
         cin>>choice;
158
         if (choice == 'Y'){
             goto label1;
160
         }else if (choice == 'y'){
             goto label1;
162
         }else if (choice == 'N'){
         return 0;
}else if (choice == 'n'){
164
166
             return 0;
         return 0;
169 }
```