class Node:

def \_\_init\_\_(self, data):

self.data = data

self.next = None

class Queue:

def \_\_init\_\_(self):

self.front = None

self.rear = None

def enqueue(self, value):

new\_node = Node(value)

if self.rear is None:

self.front = self.rear = new\_node

else:

self.rear.next = new\_node

self.rear = new\_node

print(f"{value} enqueued to queue.")

def dequeue(self):

if self.front is None:

print("Queue is EMPTY! Cannot dequeue.")

else:

removed = self.front.data

self.front = self.front.next

if self.front is None:

self.rear = None

print(f"{removed} dequeued from queue.")

def display(self):

if self.front is None:

print("Queue is EMPTY!")

else:

print("Queue elements are:")

temp = self.front

while temp is not None:

print(f"{temp.data} --> ", end="")

temp = temp.next

print("NULL")

queue = Queue()

while True:

print("\n--- Linked List Queue Menu ---")

print("1. Enqueue")

print("2. Dequeue")

print("3. Display")

print("4. Exit")

choice = input("Enter your choice (1-4): ")

if choice == '1':

value = input("Enter value to enqueue: ")

queue.enqueue(value)

elif choice == '2':

queue.dequeue()

elif choice == '3':

queue.display()

elif choice == '4':

print("Exiting program. Goodbye!")

else: print("Invalid choice. Please try again.")