WAP TO IMPLEMENT QUEUES USING LINKED LIST

```
#include <stdio.h>
#include <stdlib.h>

struct Node {
   int data;
   struct Node* next;
};
void insertAtEnd(struct Node** head, int value) {
   struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
   struct Node* temp = *head;
   newNode->data = value;
   newNode->next = NULL;

   if (*head == NULL) {
      *head = newNode;
      return;
   }

   while (temp->next != NULL) {
      temp = temp->next;
   }

   temp->next = newNode;
}
void deleteAtBeginning(struct Node** head) {
```

```
    if (*head == NULL) {
        printf("Linked list is already empty.\n");
        return;
    }

    struct Node* temp = *head;
    *head = (*head)->next;
    free(temp);
}
void displayLinkedList(struct Node* head) {
    struct Node* temp = head;

    if (temp == NULL) {
        printf("Linked list is empty.\n");
        return;
    }

    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }

    printf("NULL\n");
}
int main() {
    struct Node* head = NULL;
```

```
    insertAtEnd(&head, 1);
    insertAtEnd(&head, 2);
    insertAtEnd(&head, 3);
    insertAtEnd(&head, 4);
    insertAtEnd(&head, 5);
    deleteAtBeginning(&head);
    printf("The Queue elements are:\n");
    displayLinkedList(head);
    return 0;
}
```

OUTPUT: