**INSERTION IN LINKED QUEUE**

#include<iostream.h>

#include<conio.h>

#include<process.h>

struct node {

int info;

node \* next;

}\*front,\*newptr,\*save,\*rear;

node \* create\_new\_node(int);

voidinsert\_end(node \*);

void display(node \*);

int main()

{ clrscr();

front=rear=NULL;

intinf; char ch='y';

while(ch=='y'||ch=='Y')

{

cout<<"\nEnter Information for new node....";

cin>>inf;

newptr=create\_new\_node(inf);

if(newptr==NULL)

{

cout<<"\nCannot create new node...!!!ABORTING...!!!";

exit(1);

}

insert\_end(newptr);

cout<<"\nNow the queue(front...to...rear...) is :\n ";

display(front);

cout<<"\nPress Y to enter more nodes,N to exit...\n";

cin>>ch;

}

return 0;

}

node \* create\_new\_node(int n)

{

newptr = new node;

newptr->info=n;

newptr->next=NULL;

returnnewptr;

}

voidinsert\_end(node \*np)

{

if(front==NULL)

front=rear=np;

else

{

rear->next=np;

rear=np;

}

}

void display(node \*np)

{

while(np!=NULL)

{

cout<<np->info<<" -> ";

np=np->next;

}

cout<<"!!!\n";

}

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*OUTPUT\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

