**DELETION FROM 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);

void insert(node \*);

void display(node \*);

void delnode\_q();

int main()

{ clrscr();

front=rear=NULL;

int inf; 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(newptr);

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

cin>>ch;}

do

{cout<<"\nThe linked-Queue now(front...to...rear...) is : \n";

display(front);

cout<<"\nWant to delete the first node???(y/n)";

cin>>ch;

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

delnode\_q();}

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

return 0;}

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

{newptr = new node;

newptr->info=n;

newptr->next=NULL;

return newptr;}

void insert(node \*np)

{if(front==NULL)

front=rear=np;

else

{rear->next=np;

rear=np;}}

void delnode\_q()

{if(front==NULL)

cout<<"\nUNDERFLOW..!!!";

else

{newptr=front;

front=front->next;

delete newptr;}}

void display(node \*np)

{while(np!=NULL)

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

np=np->next;}

cout<<"!!!\n";}

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

