C++ code to implement Queue using Linked List

#include <iostream>

using namespace std;

struct node {

   int data;

   struct node \*next;

};

struct node\* front = NULL;

struct node\* rear = NULL;

struct node\* temp;

void Insert() {

   int val;

   cout<<"Insert the element in queue : "<<endl;

   cin>>val;

   if (rear == NULL) {

      rear = (struct node \*)malloc(sizeof(struct node));

      rear->next = NULL;

      rear->data = val;

      front = rear;

   } else {

      temp=(struct node \*)malloc(sizeof(struct node));

      rear->next = temp;

      temp->data = val;

      temp->next = NULL;

      rear = temp;

   }

}

void Delete() {

   temp = front;

   if (front == NULL) {

      cout<<"Underflow"<<endl;

      return;

   }

   else

   if (temp->next != NULL) {

      temp = temp->next;

      cout<<"Element deleted from queue is : "<<front->data<<endl;

      free(front);

      front = temp;

   } else {

      cout<<"Element deleted from queue is : "<<front->data<<endl;

      free(front);

      front = NULL;

      rear = NULL;

   }

}

void Display() {

   temp = front;

   if ((front == NULL) && (rear == NULL)) {

      cout<<"Queue is empty"<<endl;

      return;

   }

   cout<<"Queue elements are: ";

   while (temp != NULL) {

      cout<<temp->data<<" ";

      temp = temp->next;

   }

   cout<<endl;

}

int main() {

   int ch;

   cout<<"1) Insert element to queue"<<endl;

   cout<<"2) Delete element from queue"<<endl;

   cout<<"3) Display all the elements of queue"<<endl;

   cout<<"4) Exit"<<endl;

   do {

      cout<<"Enter your choice : "<<endl;

      cin>>ch;

      switch (ch) {

         case 1: Insert();

         break;

         case 2: Delete();

         break;

         case 3: Display();

         break;

         case 4: cout<<"Exit"<<endl;

         break;

         default: cout<<"Invalid choice"<<endl;

      }

   } while(ch!=4);

   return 0;

}