#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

}\*front,\*rear;

void enqueue();

void dequeue();

int main()

{

front=NULL;

int n,i;

scanf("%d",&n);

for(i=0;i<n;i++)

{

enqueue();

}

printf("%d %d",front->data,rear->data);

dequeue();

printf("%d %d",front->data,rear->data);

return 0;

}

void enqueue()

{

int value;

scanf("%d",&value);

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

newnode->data=value;

if(front==NULL)

{

front=newnode;

rear=newnode;

newnode->next=NULL;

rear->next=NULL;

}

else

{

rear->next=newnode;

newnode->next=NULL;

rear=newnode;

}

}

void dequeue()

{

struct node\*temp;

if(front==NULL)

{

printf(" queue is empty");

}

else

{

temp=front;

front=front->next;

free(temp);

}

}