

# Program

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

struct node {
    int data;
    struct node *next;
};

struct node *front = NULL;
struct node *rear= NULL;

void enqueue()
{
    int item;
    printf("Enter the item to be inserted: ");
    scanf("%d", &item);
    struct node *newnode = (struct node*)malloc(sizeof(struct node));
    newnode->data = item;
    newnode->next = NULL;
    if(front==NULL && rear==NULL)
    {
        front=rear=newnode;
    }
    else
    {
        rear->next=newnode;
        rear=newnode;
    }
}

void dequeue()
{
    struct node *temp=front;
    if(front==NULL)
        printf("Underflow");
    else
    {
        printf("Dequeued item %d",front->data);
        front=front->next;
        if(front==NULL)
        {
            rear=NULL;
            free(temp);
        }
    }
}

void display() {
    struct node *temp = front;
    if (front == NULL) {
        printf(" underflow\n");
    } else {
        while (temp != NULL) {
            printf("%d ", temp->data);
            temp = temp->next;
        }
        printf("\n");
    }
}

int main() {
    int op;
    char s;
```

# QUEUE IMPLEMENTATION USING LINKED LIST

**Aim:**

To implement a queue using a linked list and perform operations on it.

**Algorithm:**

1. Start.
2. Create a structure with int data and struct node\*next.
3. Declare struct node\*front=NULL ,\*rear=NULL
4. Create function void enqueue()

```
    Declare int item
    print "Enter the item to be inserted"
    scan to int item
    struct node*newnode=(struct node*)malloc(sizeof(struct node)
    newnode->data=value
    newnode->next=NULL
    if(front==rear==NULL)
        front=rear=newnode
    else
        rear->next=newnode
        rear=newnode
    End if
```

5. Create function void dequeue()

```
    struct node*temp=front
    if front==NULL
        print "Empty"
    else
        print "Deleted:%d",front->data
        front=front->next
        if front==NULL
            rear=NULL
            free(temp)
    End if
```

6. Create function display()

```

do {
    printf("1. ENQUEUE\n2. DEQUEUE\n3. DISPLAY\n");
    printf("Enter your choice:");
    scanf("%d", &op);
    switch (op) {
        case 1:
            enqueue();
            break;
        case 2:
            dequeue();
            break;
        case 3:
            display();
            break;
        default:
            printf("Invalid option! Please try again.\n");
    }
    printf("Do you want to continue? (y/n): ");
    scanf(" %c", &s);
} while (s == 'y' || s == 'Y');
return 0;
}

```

## Output

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```

1. ENQUEUE
2. DEQUEUE
3. DISPLAY
Enter your choice:1
Enter the item to be inserted: 1
Do you want to continue? (y/n): Y
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
Enter your choice:1
Enter the item to be inserted: 2
Do you want to continue? (y/n): Y
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
Enter your choice:3
1 2
Do you want to continue? (y/n): Y
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
Enter your choice:2
Dequeued item 1Do you want to continue? (y/n): Y
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
Enter your choice:2
Dequeued item 2Do you want to continue? (y/n): Y
1. ENQUEUE

```

```

struct node*temp=front
if front==NULL
    print "underflow"
else
    Begin while loop when temp!=NULL
        Print temp->data
        temp=temp->next
    End while
    print "\n"
End if

```

#### 7. Create main function()

```

Declare int op
Declare char s
Start do
    print 1.ENQUEUE 2.DEQUEUE 3.DISPLAY
    print "Enter your choice"
    scan to int op
    switch(op)
        case 1:
            call insert()
            break
        case 2:
            call delete()
            break
        case 3 :
            call display()
            break
        default:
            print invalid option!please try again
    Endswitch
    print do you want to continue(y/n):
    scan to int s
    Begin while loop
        s=='y' || s=='Y'
    End while
End of function

```

#### 8. Stop

2. DEQUEUE

3. DISPLAY

Enter your choice:2

UnderflowDo you want to continue? (y/n):

**Result:**

Program has been executed successfully and obtained the output