```
1: #include <stdio.h>
 2: #include<stdlib.h>
 3: struct node{
4:
        int data;
 5:
        struct node *next;
 6: };
7: struct node *front, *rare;
8: void enqueue(int x)
9: {
10:
        struct node *newnode;
        newnode=(struct node*)malloc(sizeof(struct node));
11:
12:
        newnode->next=0;
13:
        newnode->data=x;
        if(front==0 && rare==0)
14:
15:
16:
            front=rare=newnode;
17:
        }
18:
        else
19:
        {
20:
            rare->next=newnode;
21:
            rare=newnode;
22:
        }
23: }
24: void dequeue()
25: {
26:
        struct node *temp;
27:
        temp=front;
28:
        if(front==0 && rare==0)
29:
        {
30:
            printf("Queue is empty \n");
31:
        }
32:
        else
33:
        {
34:
           front=front->next;
35:
           free(temp);
36:
37:
        }
38: }
39: void display()
```

```
40: {
        struct node *temp;
41:
        temp=front;
42:
        if(front==0 &&rare==0)
43:
44:
        {
            printf("Queue is empty \n");
45:
46:
        }
        else
47:
48:
         {
49:
            while(temp!=0)
50:
            {
51:
                 printf("%d \t",temp->data);
52:
                 temp=temp->next;
53:
            }
54:
55:
         printf("\n");
56: }
57: void main()
58: {
59:
        enqueue(1);
60:
        enqueue(2);
61:
        enqueue(3);
62:
        enqueue(4);
63:
        enqueue(5);
64:
        display();
65:
        dequeue();
66:
        display();
67: }
68:
```