**// Queue Implementation Using Linked List**

**PRN :- 20UET009**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

};

int main()

{

struct node \*front,\*rear,\*newnode,\*temp;

front=NULL;

rear=NULL;

int c;

while(1)

{

printf("\n 1 insertion \n 2 deletion \n 3 display \n 4 exit");

printf("\n enetr the choice");

scanf("%d",&c);

switch(c)

{

case 1:

printf("\n insertion operation");

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

printf("\n enter the data");

scanf("%d",&newnode->data);

newnode->next=NULL;

if(rear==NULL)

{

rear=newnode;

front=newnode;

}

else

{

rear->next=newnode;

rear=newnode;

}

break;

case 2:

printf("\n deletion operation");

if(front!=NULL)

{

temp=front;

front=front->next;

printf("deleted item is %d",temp->data);

free(temp);

}

else

printf("\n queue is empty");

break;

case 3:

printf("\n display operation");

if(front!=NULL)

{

printf("\n stack");

temp=front;

while(temp!=NULL)

{

printf("\n %d",temp->data);\

temp=temp->next;

}

}

else

printf("\n queue is empty");

break;

case 4:

printf("\n exit operation");

exit(0);

break;

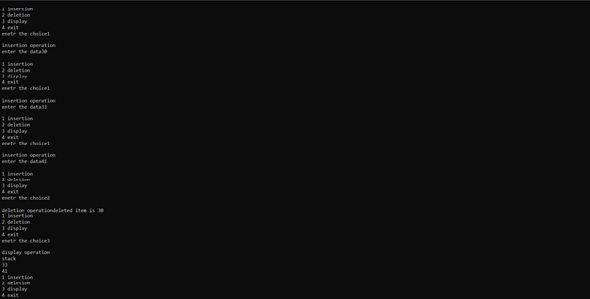
default:

printf("\n enter the right choice");

}

}

}

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