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#include <iostream>
#include <cstdlib>
#include <ctime>

using namespace std;

class Node
{
public:
    int info;
    Node *next;
    Node (int el, Node *ptr = 0)
    {
        info = el;
        next = ptr;
    }
};

class Queue
{
public:
    Queue()
    {
        head = tail = 0;
    }
    int isEmpty()
    {
        return head == 0;
    }
    void enqueue(int el)
    {
        if (tail != 0)
        {
            tail->next = new Node(el);
            tail = tail->next;
        }
        else
            tail = head = new Node(el);
    }
    int dequeue()
    {
        int el = head->info;
        Node *tmp = head;
        if (head == tail) //only one node in the Queue
            head = tail = 0;
        else
            head = head->next;
        delete tmp;
        return el;
    }
    void queueDisplay()
    {
        Node *p = head;
        while(p != 0)
        {
            cout << p->info << "    ";
            p = p->next;
        }
    }
private:
    Node *head, *tail;
};
```