#include<stdio.h>

#include<malloc.h>

#include<conio.h>

**struct** Node

{

**int** data;

**struct** Node \*next;

}\*front = **NULL**,\*rear = **NULL**;

**void** insert(**int**);

**void** delete();

**void** display();

**int** main()

{

**int** choice, value;

printf("\n:: Queue Implementation using Linked List ::\n");

**while**(1){

printf("\n\*\*\*\*\*\* MENU \*\*\*\*\*\*\n");

printf("1. Insert\n2. Delete\n3. Display\n4. Exit\n");

printf("Enter your choice: ");

scanf("%d",&choice);

**switch**(choice){

**case** 1: printf("Enter the value to be insert: ");

scanf("%d", &value);

insert(value);

**break**;

**case** 2: delete(); **break**;

**case** 3: display(); **break**;

**case** 4: exit(0);

**default**: printf("\nWrong selection!!! Please try again!!!\n");

}

}

}

**void** insert(**int** value)

{

**struct** Node \*newNode;

newNode = (**struct** Node\*)malloc(**sizeof**(**struct** Node));

newNode->data = value;

newNode -> next = **NULL**;

**if**(front == **NULL**)

front = rear = newNode;

**else**{

rear -> next = newNode;

rear = newNode;

}

printf("\nInsertion is Success!!!\n");

}

**void** delete()

{

**if**(front == **NULL**)

printf("\nQueue is Empty!!!\n");

**else**{

**struct** Node \*temp = front;

front = front -> next;

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

}

}

**void** display()

{

**if**(front == **NULL**)

printf("\nQueue is Empty!!!\n");

**else**{

**struct** Node \*temp = front;

**while**(temp->next != **NULL**){

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

temp = temp -> next;

}

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

}

}