week-8

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

 void push();
 void pop();
void display();
 struct node
{
  int data;
  struct node *next;
};
struct node *top=NULL;
 int main(int argc, char **argv)
{
 int choice;
  do
 {
printf("\n1.push \n2-Display \n3. pop \n4. Exit\n");
  printf("\n enter your choice:");
  scanf("%d", &choice);
  switch(choice)
{
case 1: push(); break;
case 2: display(); break;
case 3: pop(); break;
case 4: exit(0); break;
default exit(0);
}
}while(choice!=4);
}
```

```
void push()
{
int item;
struct node *newnode;
printf("Enter the element");
  scanf("%d", &item);
newnode=(struct node*)malloc(sizeof(struct node));
newnode->data=item;
newnode->next=NULL;
 if(top==NULL)
  top=newnode;
 else
   newnode->next=top;
       top=newnode;
}
void pop()
{
  if(top==NULL)
     printf("stck is empty"); else
    {
      printf("element is %d", top->data);
       top=top->next;
    }
}
void display()
{
struct node *temp;
 temp=temp;
if(top==NULL)
```

```
printf("\tcat u empty");
while (temp!=NULL)
{
printf("%d", temp->data);
temp = temp->next;
}
}
#include <stdio.h>
#include <stdlib.h>
struct node
{
int data;
struct node* text;
};
void insert();
void display();
void del();
struct node *rear = NULL, *front = NULL;
int main (int argc, char **argv)
{
int choice;
do
printf("\n1. Create \n2. Display \n3. Delete \n4. exit\n");
printf("\n Enter your choice: ");
scanf("%d", &choice);
switch (choice)
{
case 1: insert(); break;
case2: display(); break;
case 3: del(); break;
case 4: exist(0);
}
```

```
}while(choice=4)
}
void insert()
struct node *newnode;
newnode=(struct node*)malloc(sizeof(struct node));
void insert printf("Enter the element:\n"); scanf("%d",&newnode
                                                  ->data);

  newnode->next=NULL;
  if(rear==NULL)
  {
    rear=newnode;
    front=newnode;
  { else {
    rear->next=newnode
    rear->newnode
  }
}
void del()
{
  if(front==NULL)
  {
    printf("queue is empty\n"); return;
  }
  else
  {
  printf("Deleted ele is %d", front->data);
  if(front==rear)
  { printf("queue is empty\n");
    front=NULL; rear=NULL
  else
  }
```

```
    front = front->next;
  }
}

void display()
{
  struct node *temp;
  if (front == NULL)
  {
    printf("Queue is empty");
    return;
  }
  temp = front;
  {
    printf("%d", temp->data);
    temp = temp->next;
  }
}
```