

The screenshot shows the OnlineGDB beta interface. The top navigation bar includes 'Run', 'Debug', 'Stop', 'Share', 'Save', 'Beautify', and download icons. The language is set to C. The left sidebar features 'Welcome, ANJANA MARIYA' and links for 'Create New Project', 'My Projects', 'Classroom new', 'Learn Programming', 'Programming Questions', and 'Logout'. The main editor window displays the following C code:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct Node
{
    int data;
    struct Node *next;
}
Node *front = NULL, *rear = NULL;
void insert(int);
void delete();
void display();
void main()
{
    int choice, value;
    //clrscr();
    printf("\n:: Queue Implementation using Linked List ::\n");
    while(1)
    {
        printf("\n***** MENU *****");
        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);
        }
    }
}
```

The bottom of the screen shows standard browser controls (back, forward, search) and a status bar indicating 'input'.

OnlineGDB beta
online compiler and debugger for c/c++

Welcome, ANJANA MARIYA

implementing q using linked list1

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The screenshot shows the OnlineGDB interface. On the left is a sidebar with user information and navigation links. The main area is a code editor with tabs for 'main.c' and 'input'. The code in 'main.c' is as follows:

```
37     scanf("%d", &value);
38     insert(value);
39     break;
40 case 2: delete(); break;
41 case 3: display(); break;
42 case 4: exit(0);
43 default: printf("\nWrong selection!!! Please try again!!!\n");
44 }
45 }
46 void insert(int value)
47 {
48     struct Node *newNode;
49     newNode = (struct Node*)malloc(sizeof(struct Node));
50     newNode->data = value;
51     newNode -> next = NULL;
52     if(front == NULL)
53     |     front = rear = newNode;
54     else
55     {
56         rear -> next = newNode;
57         rear = newNode;
58     }
59     printf("\nInsertion is Success!!!\n");
60 }
61 void delete()
62 {
63     if(front == NULL)
```

The 'input' tab is currently empty.

```
64     if(front == NULL)
65     |     printf("\nQueue is Empty!!!\n");
66   else
67   {
68     struct Node *temp = front;
69     front = front -> next;
70     printf("\nDeleted element: %d\n", temp->data);
71     free(temp);
72   }
73 }
74 void display()
75 {
76   if(front == NULL)
77   |     printf("\nQueue is Empty!!!\n");
78   else
79   {
80     struct Node *temp = front;
81     while(temp->next != NULL)
82     {
83       printf("%d--->", temp->data);
84       temp = temp -> next;
85     }
86     printf("%d--->NULL\n", temp->data);
87   }
88 }
```

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input

```
:: Queue Implementation using Linked List ::

***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 10

Insertion is Success!!!

***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 20

Insertion is Success!!!

***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 30
```

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```
***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
10--->20--->30--->NULL

***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2

Deleted element: 10

***** MENU *****
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 4

...Program finished with exit code 0
Press ENTER to exit console.
```