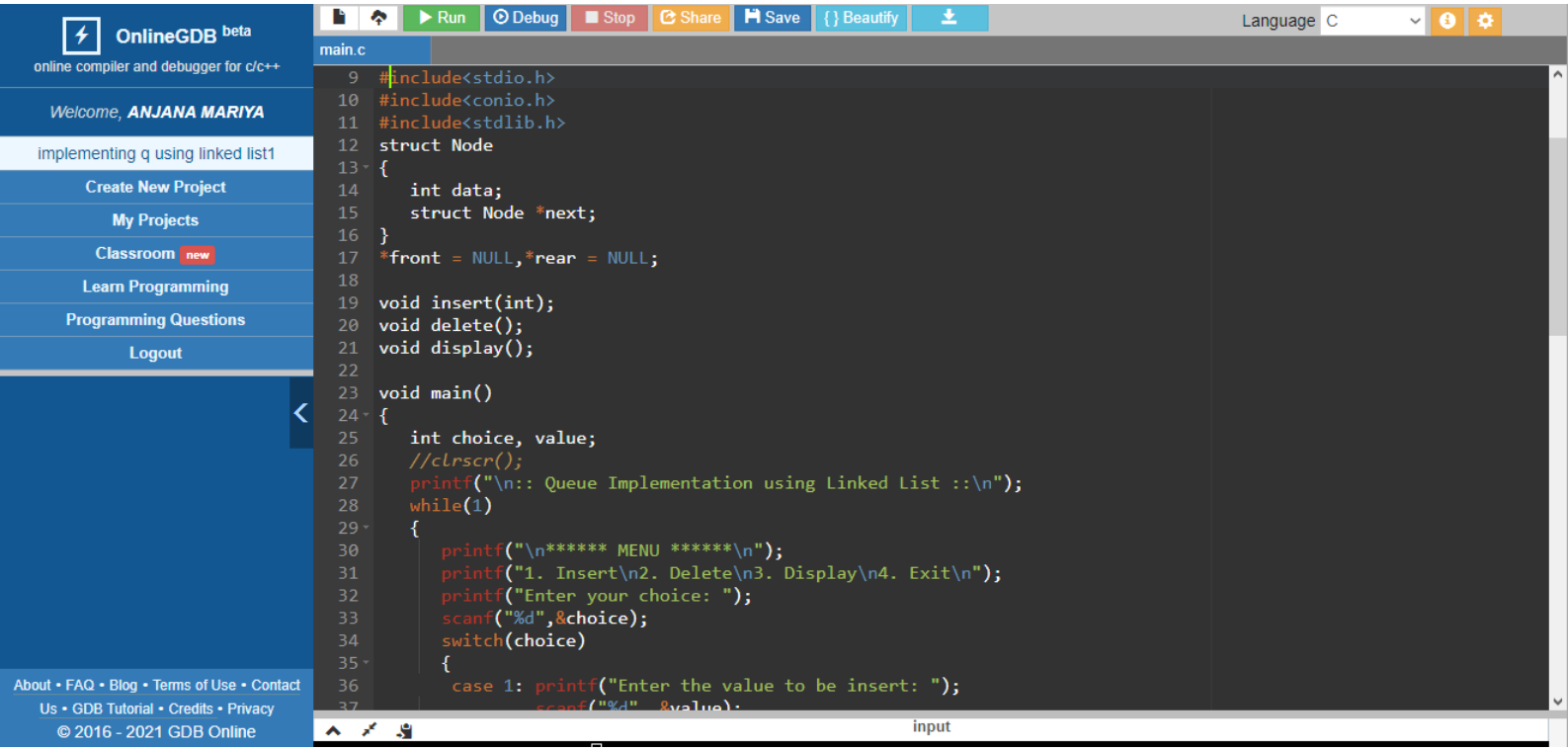
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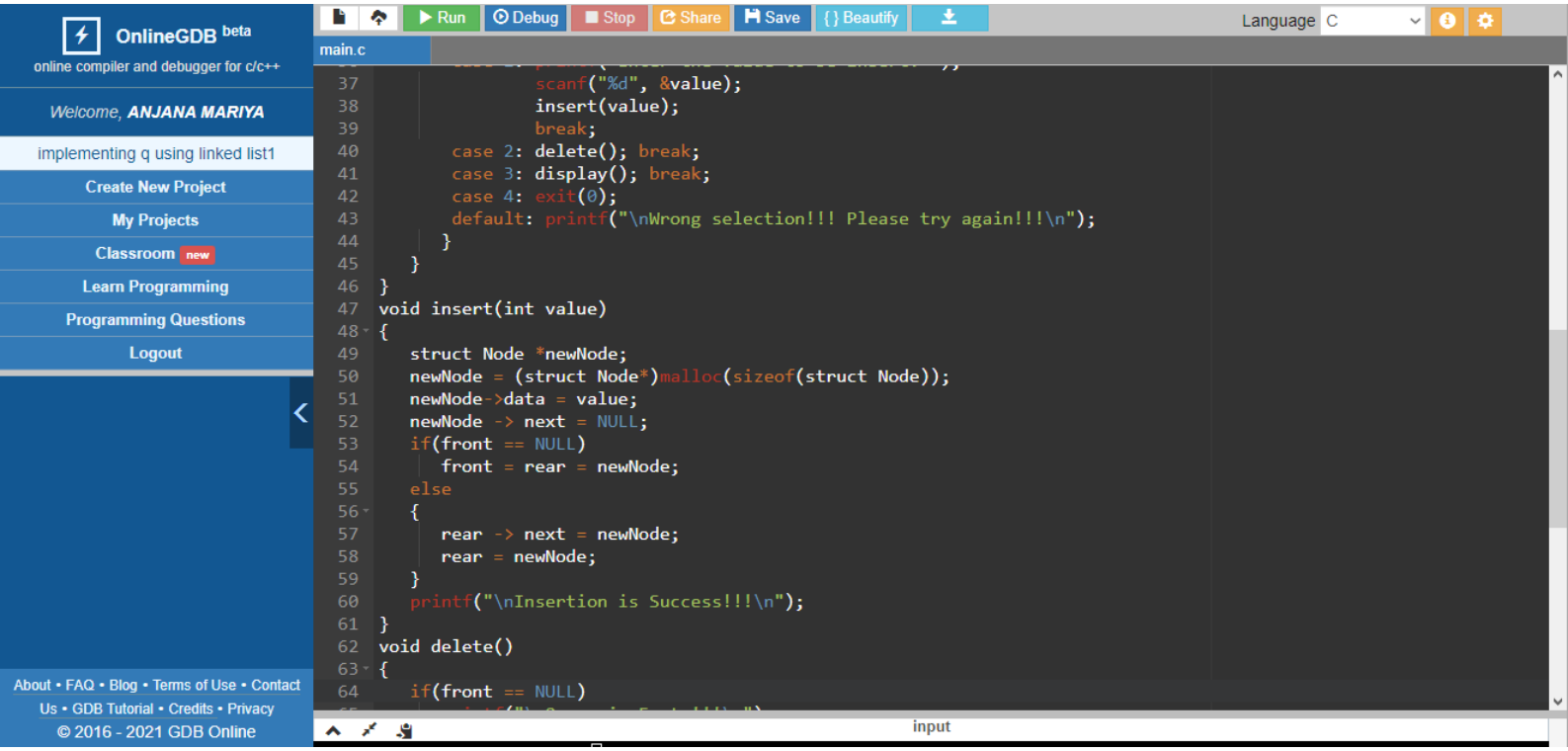
{ } Beautify
Language C
main.c
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct Node
{
int data;
struct Node *next;
}
*front = NULL,*rear = NULL;
void insert(int);
void delete();
void display();
void main()
{
int choice, value;
//clrscr();
printf("\n:: Queue Implementation using Linked List ::\n");
while(1)
{
printf("\n***** MENU *****\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: ");
input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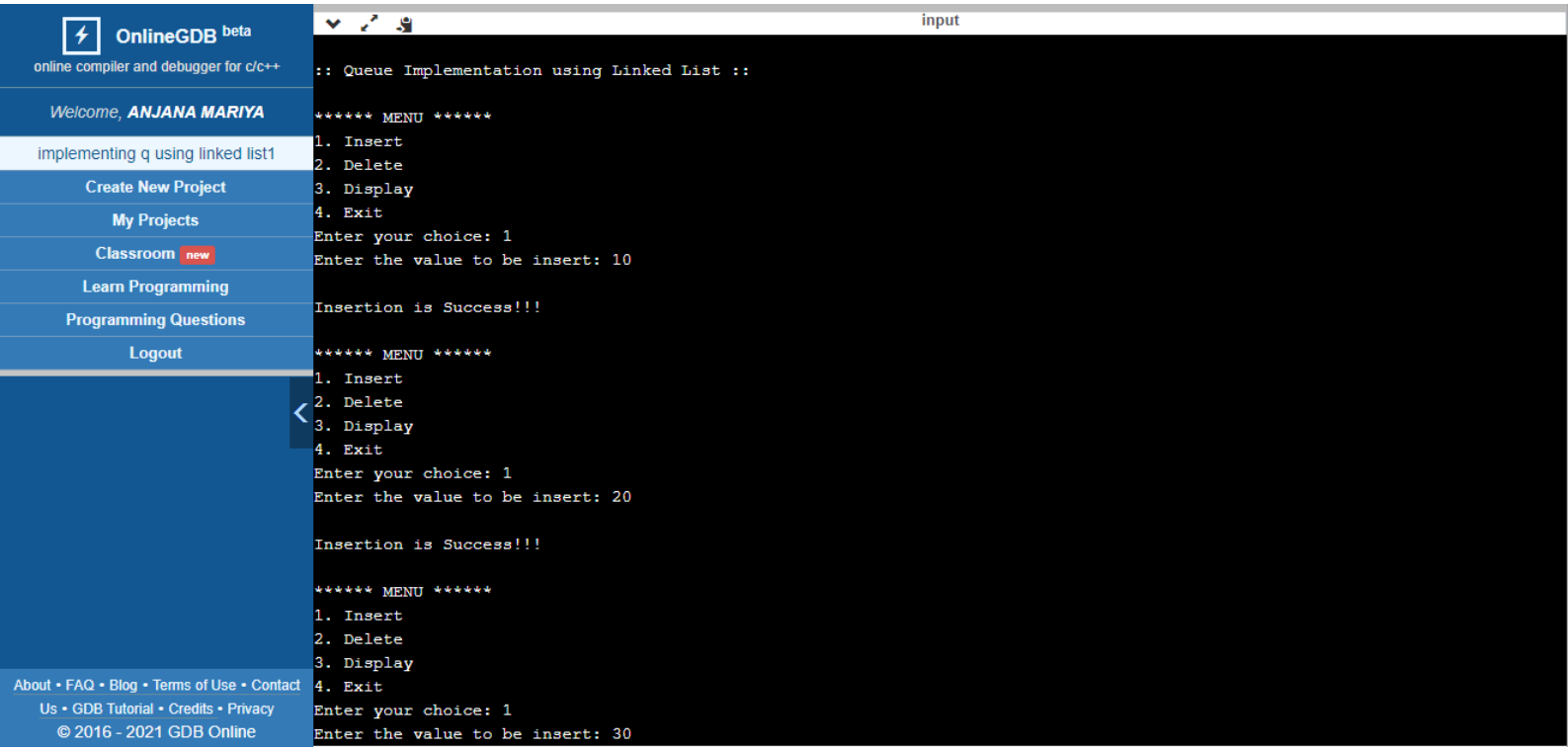
{ } Beautify
Language C
main.c
scanf("%d", &value);
insert(value);
break;
case 2: delete(); break;
case 3: display(); break;
case 4: exit(0);
default: printf("\nWrong selection!!! Please try again!!!\n");
}
}
}
void insert(int value)
{
struct Node *newNode;
newNode = (struct Node*)malloc(sizeof(struct 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)
input

```
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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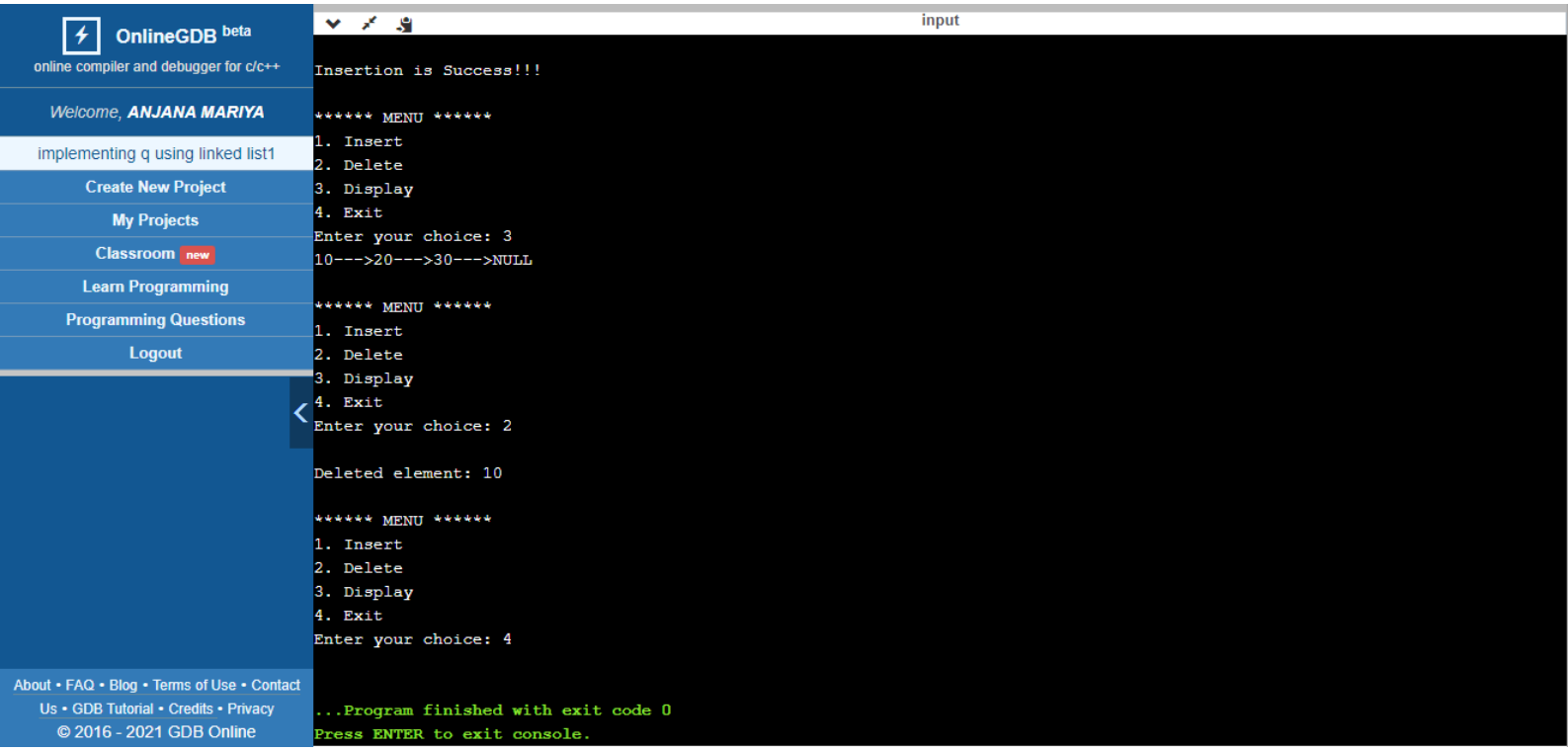
input
:: Queue Implementation using Linked List ::
****** MENU ******
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 10
Insertion is Success!!!
****** MENU ******
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 20
Insertion 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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input
Insertion is Success!!!
****** 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.