Queue

type Node struct{

data int

next \*Node

}

type Queue struct{

front \*Node

rear \*Node

}

func (q \*Queue) Enqueue(value int) {

newNode :=&Node{data: value}

if q.front== nil{

q.front=newNode

q.rear=newNode

}

q.rear.next=newNode

q.rear=newNode

}

func (q \*Queue) Dequeue(){

if q.front==nil{

fmt.Println("empty queue")

return

}

q.front=q.front.next

}

func (q \*Queue) DisplayQueue(){

if q.front==nil {

fmt.Println("empty queue")

return

}

curr := q.front

for curr!=nil{

fmt.Println(curr.data)

curr=curr.next

}

}