#include<iostream>

using namespace std;

struct node{

int data;

node\* next;

};

struct node\* head;

struct node\* tail=NULL;

void push()

{

struct node\* new\_node;

new\_node = new struct node;

cout<<"\nEnter value to push : ";

cin>>new\_node->data;

if(tail == NULL)

{

head = new\_node;

tail = new\_node;

}

else

{

tail->next = new\_node;

tail = new\_node;

tail->next=NULL;

}

}

void pop()

{

if(head == NULL)

cout<<"\nError : queue already empty";

else

{

head = head->next;

cout<<"\nOne element popped";

}

}

void display()

{

cout<<"\nYour Queue is : ";

while(head != NULL)

{

cout<<head->data<<" ";

head = head->next;

}

}

int main()

{

int x=1;

while(x != 0)

{

cout<<"\nEnter for push=1\_\_pop=-1\_\_nothing=0 : ";

cin>>x;

if(x == 1)

push();

else if(x == -1)

pop();

else break;

}

display();

}