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/*INSERTION AND DELETION IN QUEUE USING LINKED LIST*/
#include<malloc.h>
#include<stdio.h>
struct NODE
{
	int data;
	struct NODE *next;
};
typedef struct NODE node;
node *start=NULL;
void insert()
{
	int value;
	node *temp, *p, *loc;
	p=(node *)malloc(sizeof(node));
	printf("ENTER DATA TO INSERT   ");
	scanf("%d",&value);
		p->data=value;
		p->next=NULL;
	if(start==NULL)
		start=p;
	else
	{
		loc=start;
		while(loc->next!=NULL)
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                        loc=loc->next;
                loc->next=p;
        }
}
void del()
{
        node *p;
        if(start==NULL)
                printf("\nLINKED LIST IS EMPTY.");
        else
        {
                p=start;
                start=start->next;
                printf("\nTHE DELETED ELEMENT IS %d",p->data);
                free(p);
        }
}
void traverse()
{
        node*temp;
        temp=start;
        if(temp==NULL)
                printf("\nLINKED LIST IS EMPTY.");
        else
        {
```

```
                while(temp!=NULL)
                {
                        printf("%d    ",temp->data);
                        temp=temp->next;
                }
        }
}
void main()
{
        int ch;
        char cho;
        clrscr();
        printf("\t1.INSERT \t2.DELETE \t3.TRAVERSE\n");
        do
        {
                printf("Enter choice:  ");
                scanf("%d",&ch);
                switch(ch)
                {
                        case 1: insert();
                                break;
                        case 2: del();
                                break;
                        case 3: traverse();
                                break;
```

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                default: printf("\nCASE NOT PRESENT");
            }
            fflush(stdin);
            printf("\nWANT TO CONTINUE?(Y/N)  ");
            scanf("%c",&cho);
        }while(cho=='y'||cho=='Y');
        getch();
}
```