```
//write a c program to implement queue using linked list.
1
 2
 3
   #include <stdio.h>
 4
   #include <stdlib.h>
   typedef struct queue{
6
 7
        int data;
8
        struct queue* next;
9
    } queue;
10
11
   queue* head = NULL;
12
13
    void enqueue(int data){
        queue* new_queue = (queue*)malloc(sizeof(queue));
14
15
        new_queue->data = data;
16
        new_queue->next = head;
17
         head = new_queue;
18
    }
19
    void dequeue(){
20
21
        if (!head) {
22
            printf("UnderFlow(No item found in this Queue).\n");
23
            return;
24
        }
25
26
        if (!head->next) {
            int data = head->data;
27
28
            head = NULL;
            printf("%d Removed.\n",data);
29
30
            return;
31
        }
32
33
        queue* current = head;
34
        while (current->next->next) {
35
            current = current->next;
36
37
38
        int data = current->next->data;
39
        free(current->next);
40
        current->next = NULL;
        printf("%d Removed.\n",data);
41
42
        return;
    }
43
44
45
    void display(){
46
        if(head == NULL){
            printf("Underflow(Queue is Empty).\n");
47
48
            return;
49
        }
50
        queue* tmp = head;
        printf("Rear -> ");
51
        while(tmp != NULL){
52
            printf("%d -> ",tmp->data);
53
54
            tmp = tmp->next;
55
        }
56
        printf("Front\n");
57
    }
58
59
    void main(){
60
        int data;
61
        int op;
62
63
        while(1){
```

```
64
             printf("1. enQueue, 2. deQueue, 3. Display, 4. Exit.\nEnter Your Choice: ");
 65
             scanf("%d",&op);
             switch(op){
 66
 67
                 case 1:
                     printf("Enter the element: ");
 68
                     scanf("%d",&data);
 69
 70
                     enqueue(data);
71
                     break;
 72
                 case 2:
 73
                     dequeue();
 74
                     break;
 75
                 case 3:
 76
                     display();
 77
                     break;
 78
                 case 4:
 79
                     printf("Oops..");
 80
                     exit(0);
 81
                     break;
 82
                 default:
 83
                     printf("Wrong Input.\n");
 84
             }
 85
         }
 86
    }
87
88
    /*OUTPUT
89
90 PS S:\WorkSpace\CollegeWork\DataStructure> gcc .\queue-using-linked-list-1.c
91
    PS S:\WorkSpace\CollegeWork\DataStructure> ./a
92
    1. enQueue, 2. deQueue, 3. Display, 4. Exit.
93 Enter Your Choice: 1
94 Enter the element: 12
95 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
96 Enter Your Choice: 1
97 Enter the element: 13
98 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
99 Enter Your Choice: 1
100 Enter the element: 14
101
    1. enQueue, 2. deQueue, 3. Display, 4. Exit.
102 | Enter Your Choice: 1
103 | Enter the element: 15
104 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
105 | Enter Your Choice: 1
106 Enter the element: 16
107 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
108 Enter Your Choice: 2
109
    12 Removed.
    1. enQueue, 2. deQueue, 3. Display, 4. Exit.
110
111
    Enter Your Choice: 2
112 | 13 Removed.
113 | 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
114 Enter Your Choice: 2
115 | 14 Removed.
116 | 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
117 | Enter Your Choice: 3
118 | Rear -> 16 -> 15 -> Front
    1. enQueue, 2. deQueue, 3. Display, 4. Exit.
119
120
    Enter Your Choice: 2
121 | 15 Removed.
122 | 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
123 Enter Your Choice: 3
124 | Rear -> 16 -> Front
125 1. enQueue, 2. deQueue, 3. Display, 4. Exit.
126 Enter Your Choice: 4
127
128 PS S:\WorkSpace\CollegeWork\DataStructure>*/
```