

## Queue Operation

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```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
void create (int);
```

```
void display (int);
```

```
void reverse (int);
```

```
void concat();
```

```
struct node
```

```
{ int data
```

```
struct node * next;
```

```
};
```

```
struct node * head1 = NULL, * head2 = NULL, * head3;
```

```
int main (int argc, char ** argv)
```

```
{ int choice, ch, str;
```

```
do {
```

```
printf("\n 1. Create\n 2. Display\n 3. Reverse\n 4. Concatenate\n 5. Exit");
```

```
printf("\n Enter your choice");
```

```
scanf("%d", &choice);
```

```
switch (choice)
```

```
{ case 1 : printf(" Enter the list to be added to: \n");
```

```
scanf("%d", &str);
```

```
create (str); break;
```

```
case 2 : printf(" Enter the string to be displayed: \n");
```

```
scanf("%d", &str);
```

```
display (str); break;
```

①

Case 3: printf("Enter the list to be reversed\n")

scanf("%d", &str);

reverse(str); break;

Case 4: concat 1);

display(1);

break; } }

while (main != 5);

}

void create (int str)

{ struct node \*newnode, \*temp, \*head;

if (str == 1)

head = head 1;

else

head = head 2;

int item;

new node = (struct node \*) malloc (size of (struct node));

printf("Enter the data:");

scanf("%d", &item);

if (head == NULL)

{ new node -> next = NULL;

head = new node;

if (str == 1)

head 1 = head;

else

head 2 = head;

(2)

```
printf("Node created\n");
```

```
} else
```

```
{ temp = head;
```

```
while (temp -> next != NULL)
```

```
{ temp = temp -> next;
```

```
}
```

```
temp -> next = new node;
```

```
new node -> next = NULL;
```

```
printf("Node created\n"); }
```

```
void concat()
```

```
{ struct node
```

```
* temp1 = head1, * temp2 = head2;
```

```
while (temp1 -> next != NULL)
```

```
temp1 = temp1 -> next;
```

```
temp1 -> next = temp2;
```

```
}
```

```
void reverse (int str)
```

```
{ struct node * prev = NULL, * current, * next = NULL;
```

```
if (str == 1)
```

```
current = head1;
```

```
else if (str == 2)
```

```
current = head2;
```

```
while (current != NULL)
```

```
{ next = current -> next;
```

```
current -> next = prev;
```

(8)

```
prev = current;  
current = next;  
}
```

```
if (str == 1)  
    head 1 = prev;  
else if (str == 2)  
    head 2 = prev;
```

```
display(str);
```

```
void display (int str)
```

```
{ struct node * ptr = NULL;
```

```
if (str == 1)
```

```
    ptr = head 1;
```

```
else if (str == 2)
```

```
    ptr = head 2;
```

```
if (ptr == NULL)
```

```
{ printf("Nothing to print\n");
```

```
} else
```

```
{ while (ptr != NULL)
```

```
{ printf("%d", ptr->data);
```

```
    ptr = ptr->next;
```

```
}
```