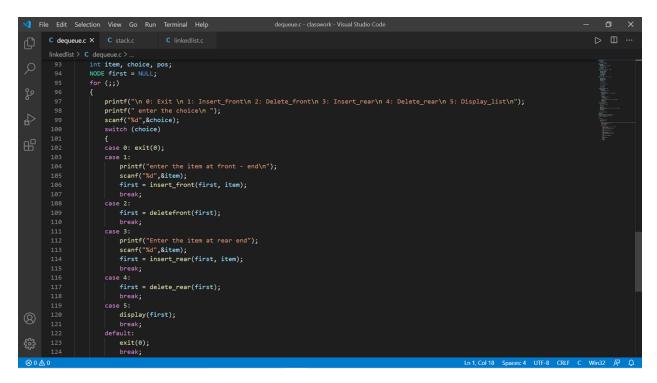
```
C dequeue.c X C stack.c
          1 #include<stdio.h>
2 #include<stdlib.h>
                      struct node* link;
                typedef struct node* NODE;
NODE getNode(){
                     NODE temp;
temp=(NODE) malloc(sizeof(NODE));
                 void freeNode(NODE temp){
                      free(temp);
                }
NODE insert_front(NODE first, int item)
                      NODE temp = getNode();
temp->item = item;
temp->link = NULL;
if (first==NULL)
                      temp->link=first;
                      first = temp;
return first;
                 NODE insert_rear(NODE first, int item)
                      NODE temp, x;
temp = getNode();
                      temp->item = item;
temp->link = NULL;
                                                                                                                                                              Ln 1, Col 18 Spaces: 4 UTF-8 CRLF C Win32 🛱 🚨
⊗ 0 ▲ 0
```



```
C dequeue.c X C stack.c
                        printf("\n 0: Exit \n 1: Insert_front\n 2: Delete_front\n 3: Insert_rear\n 4: Delete_rear\n 5: Display_list\n");
printf(" enter the choice\n ");
scanf("%d",&choice);
switch (choice)
                         case 0: exit(0);
                        case 1:
                           printf("enter the item at front - end\n");
                             scanf("%d",&item);
first = insert_front(first, item);
                          first = deletefront(first);
                         case 3:
                          printf("Enter the item at rear end");
                            scanf("%d",&item);
first = insert_rear(first, item);
                         case 4:
                        first = delete_rear(first);
break;
                        case 5:
                         display(first);
break;
default:
                                                                                                                                             Ln 1, Col 18 Spaces: 4 UTF-8 CRLF C Win32 🛱 🚨
⊗ 0 ▲ 0
```

