angut was a state of the state Linked List Quene choose an operation: [1] Enguene [2] Dequere (3) show queue (4) Exit Choice: 3 Quece Empty!! Choice: Elament briquene: 10 Choice: 1 Element to Enquere 20 Choice: 1 floment to Enquero: 80 choice: 1 Element to Enquence: 40 FRONT 10 20 30 40 REAR Choice: 3 Choice: 2 GOT: 10 choice: 3 FRONT | 20 | 30 | 40 | REAL Choice: 2 p) 00T: 20 Choice: 3 FRONT 30 40 REAK Choice: 2 60T: 30 Choice: 3 FRONT 40 REAR Choice = 2

GOT: 40

Implement a Quere Using Linked List 31-Jan-2022 AGORMAM 1. Declare a structure, Nock with data and pointer to next node 2. Initialize FRONT, REAR as MILL is Empty () 1. 1.16 (FRONT == PEAR == NULL): rotula ! 2. rohun o. I. erguene (ele) 1. Greate new nocle, new Mode with dota as ele. 2. if (is Empty()): FRONT = newMode else: REAR-next = newNode 3. new Mode -> next = MULL 4, REAR - newwode dequere () M. 1. temp-n = FRONT 2. temp = temp_n -> data 3. FRONT = temper -> next 4. if (FRONT == NULL): REAR = NULL. 5. Polete temp_n 6. noteren temp.

Choice: 2 MERCHEN GOT: 40 Choice: 3 Queue Emply!! Choice: 4. 1 temporal = feort Tolete temme. In

Show Quene () 1. If (isEmpty()): DISPBAY "Queue Empty". 2. olse: P= FRONT while (p + MILL)! DISPLAY P-> data main 1. Start 2. Display a menu with opposes Enqueue, Dequeue, Display and Exit. 3. INPut choice 4. Based on choice, do: if Enquere: INPUT element to apueue, e Call evaneue with e if Dequeae: if (is Empty()): DISPLAY "Quere Emply". else call dequene, DISPLAY result if Display! (all show Queuel) if Exit: 5. End RESULT: Program is executed succerfully and output is obtained.