```
class Node:
                                             print("Queue
   def init (self, elements are:")
data):
                                             temp =
                                self.front
       self.data = data
       self.next = None
                                             while temp is
class Queue:
                                 not None:
   def __init__(self):
       self.front = None
                                 print(f"{temp.data} --> ",
                                 end="")
       self.rear = None
                                                 temp =
   def enqueue (self,
                                 temp.next
value):
                                             print("NULL")
       new node =
Node (value)
                                 queue = Queue()
       if self.rear is
                                 while True:
None:
           self.front =
                                     print("\n--- Linked List
                                 Queue Menu ---")
self.rear = new node
       else:
                                     print("1. Enqueue")
                                     print("2. Dequeue")
           self.rear.next =
                                     print("3. Display")
new node
                                     print("4. Exit")
           self.rear =
new node
       print(f"{value}
                                     choice = input("Enter
enqueued to queue.")
                                 your choice (1-4): ")
                                     if choice == '1':
   def dequeue(self):
                                        value = input("Enter
                                 value to enqueue: ")
       if self.front is
                                         queue.enqueue(value)
None:
                                     elif choice == '2':
           print("Queue is
EMPTY! Cannot dequeue.")
                                         queue.dequeue()
                                     elif choice == '3':
       else:
                                         queue.display()
           removed =
                                     elif choice == '4':
self.front.data
           self.front =
                                         print("Exiting
self.front.next
                                 program. Goodbye!")
           if self.front is
                                        break
                                     else:
None:
                                         print("Invalid
               self.rear =
                                 choice. Please try again.")
None
print(f"{removed} dequeued
from queue.")
   def display(self):
       if self.front is
None:
          print("Queue is
EMPTY!")
       else:
```

--- Linked List Queue Menu ---1. Enqueue 2. Dequeue 1. Enqueue 3. Display 2. Dequeue 4. Exit 3. Display Enter your choice (1-4): 1 4. Exit Enter value to enqueue: 1 Enter your choice (1-4): 2 1 enqueued to queue. 1 dequeued from queue. --- Linked List Queue Menu ------ Linked List Queue Menu ---1. Enqueue 1. Enqueue 2. Dequeue 2. Dequeue 3. Display 3. Display 4. Exit 4. Exit Enter your choice (1-4): 1 Enter your choice (1-4): 3 Enter value to enqueue: 2 Queue elements are: 2 enqueued to queue. 2 --> 3 --> NULL --- Linked List Queue Menu ------ Linked List Queue Menu ---1. Enqueue 1. Enqueue 2. Dequeue 2. Dequeue 3. Display 3. Display 4. Exit 4. Exit Enter your choice (1-4): 4 Enter your choice (1-4): 1 Enter value to enqueue: 3 Exiting program. Goodbye!

OUTPUT:

3 enqueued to queue.