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Q6
#include <iostream>
using namespace std;
typedef struct mlnode *mlptr;
struct queue
{
  int size;
  int front;
  int rear;
  mlptr elements[50];
void enqueue(struct queue &Q, mlptr x)
  if(((Q.rear+1)\%Q.size)==Q.rear)
     cout<<"queue is full"<<endl;</pre>
  else
     if(Q.front==-1)
       Q.rear = 0, Q.front=0;
     else
       Q.rear = (Q.rear+1)\%Q.size;
     Q.elements[Q.rear]=x;
}
mlptr dequeue(struct queue &Q)
{
  mlptr t;
  if(Q.front==-1)
     cout<<"Queue is empty"<<endl;</pre>
     return t;
  }
  else
     if(Q.front==Q.rear)
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t = Q.elements[Q.front];
      Q.front=-1, Q.rear=-1;
    }
    else
      t = Q.elements[Q.front];
      Q.front = (Q.front+1)\%Q.size;
    return t;
struct mlnode
{
  int mldata:
  struct mlnode * dlink;
  struct mlnode *mlnext;
};
void addEndMultiLL(mlptr &MainML, int n)
{
  mlptr TML, ML = MainML;
  TML = new(mlnode);
  TML->mldata = n, TML->dlink = NULL, TML->mlnext = NULL;
  if(MainML==NULL)
  MainML = TML;
  else
    while (ML->mlnext!=NULL)
    ML = ML->mlnext;
    ML->mlnext = TML;
  }
void join_multi_ll(mlptr ML, mlptr TML)
  while(ML->mlnext!=NULL) ML = ML->mlnext;
  ML->dlink = TML;
mlptr construct_multi_level_ll()
  mlptr ML = NULL, TempML;
  int n;
  cin>>n;
  while(n!=-1)
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{
    if(n==1)
       TempML = construct_multi_level_ll();
      join_multi_ll(ML, TempML);
    else if(n==0)
    else
       addEndMultiLL(ML, n);
    cin>>n;
  return ML;
}
void depthWise_printing(mlptr ML)
  if(ML!=NULL)
    cout<<ML->mldata<<" ";
    if(ML->dlink!=NULL) depthWise_printing(ML->dlink);
    depthWise_printing(ML->mlnext);
  }
int main()
  mlptr ML, TempML;
  struct queue Q;
  Q.size = 30;
  Q.rear = -1;
  Q.front = -1;
  ML = construct_multi_level_ll();
  enqueue(Q, ML);
  while(Q.front!=-1)
  {
    TempML = dequeue(Q);
    while (TempML!=NULL)
       if(TempML->dlink!=NULL) enqueue(Q, TempML->dlink);
       cout<<TempML->mldata<<" ";</pre>
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TempML = TempML->mlnext;
}
cout<<endl;
depthWise_printing(ML);
}</pre>
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