```
struct node {
    int item;
    struct node *llink;
    struct node *rlink;
} ;
void addq(struct node *, int);
void deleteq(struct node *);
void listprint(struct node *);
int main()
   struct node *head;
   int cond, item;
   head = (struct node *)malloc(sizeof(struct node)); //데미 노드
   head->llink = head->rlink = head; //초기화
   while(1)
      printf("1:insert 2:delete 3:output 4:exit\n");
      scanf("%d", &cond);
      if (cond == 1)
          printf("Input Item\n");
          scanf("%d", &item);
          addq(head, item);
        }
      else if (cond == 2)
             deleteq(head);
           else if (cond == 3)
                   listprint(head);
                else if (cond == 4)
                        break;
                      else {
                            printf("Wrong Input\n");
                            exit(1);
                           }
   return 0;
```

```
void addq(struct node *head, int item)
   struct node *node, *newnode;
   newnode = (struct node *)malloc(sizeof(struct node));
   newnode->item = item;
   node = head->llink; // 삽입 위치
   newnode->llink = node;
   newnode->rlink = node->rlink;
   node->rlink->llink = newnode;
   node->rlink = newnode;
}
void deleteq(struct node *head)
  struct node *deleted;
  if ((head == head->llink) && (head == head->rlink)) // 공백큐 조건
    {
       printf("Queue Empty\n");
       exit (1);
     }
  else
    {
       deleted = head->rlink; //삭제 위치
       deleted->llink->rlink = deleted->rlink;
       deleted->rlink->llink = deleted->llink;
       free(deleted);
    }
}
void listprint(struct node *head)
  struct node *ptr;
  ptr = head->rlink;
  while (ptr != head)
     printf("%d\n", ptr->item);
     ptr = ptr->rlink;
  }
```