

Aim:

Write a program to implement queue using **linked lists**.

Sample Input and Output:

```
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 1
Enter element : 57
Successfully inserted.
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 1
Enter element : 87
Successfully inserted.
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 5
Queue size : 2
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 3
Elements in the queue : 57 87
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 2
Deleted value = 57
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 2
Deleted value = 87
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 3
Queue is empty.
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 5
Queue size : 0
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit
Enter your option : 6
```

Source Code:

QueueUsingLL.c

```
#include <conio.h>
#include <stdio.h>
#include "QueueOperationsLL.c"
int main() {
    int op, x;
    while(1) {
        printf("1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit\n");
        printf("Enter your option : ");
        scanf("%d",&op);
        switch(op) {
            case 1:
                printf("Enter element : ");
                scanf("%d",&x);
                enqueue(x);
                break;
```

```

        case 2:
            dequeue();
            break;
        case 3:
            display();
            break;
        case 4:
            isEmpty();
            break;
        case 5:
            size();
            break;
        case 6: exit(0);
    }
}
}

```

QueueOperationsLL.c

```

struct node
{
    int data;
    struct node*next;
};
struct node*front=NULL,*rear=NULL;
void enqueue(int x)
{
    struct node*newNode;
    newNode=(struct node*)malloc(sizeof(struct node));
    newNode->data=x;
    newNode->next=NULL;
    if(front==NULL)
    {
        front=rear=newNode;
    }
    else
    {
        rear->next=newNode;
        rear=newNode;
    }
    printf("Successfully inserted.\n");
}
void dequeue()
{
    if(front==NULL)
    {
        printf("Queue is underflow.\n");
    }
    else
    {
        struct node*temp=front;
        front=front->next;
        printf("Deleted value = %d\n",temp->data);
        free(temp);
    }
}

```

```

void display()
{
    if(front==NULL)
    {
        printf("Queue is empty.\n");
    }
    else
    {
        struct node *temp=front;
        printf("Elements in the queue : ");
        while(temp->next!=NULL)
        {
            printf("%d ",temp->data);
            temp=temp->next;
        }
        printf("%d ",temp->data);
        printf("\n");
    }
}

void isEmpty()
{
    if(front==NULL)
    {
        printf("Queue is empty.\n");
    }
    else
    {
        printf("Queue is not empty.\n");
    }
}

void size()
{
    int Size=0;
    if(front==NULL)
    {
        printf("Queue size : %d\n",Size);
    }
    else
    {
        struct node*temp=front;
        while(temp->next!=NULL)
        {
            Size++;
            temp=temp->next;
        }
        printf("Queue size : %d\n",Size+1);
    }
}

```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 2
Enter your option : 2

Queue is underflow. 3
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 3
Enter your option : 3
Queue is empty. 4
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 4
Enter your option : 4
Queue is empty. 5
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 5
Enter your option : 5
Queue size : 0 1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 44
Successfully inserted. 1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 55
Successfully inserted. 1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 66
Successfully inserted. 1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 67
Successfully inserted. 3
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 3
Enter your option : 3
Elements in the queue : 44 55 66 67 2
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 2
Enter your option : 2
Deleted value = 44 2
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 2
Enter your option : 2
Deleted value = 55 5
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 5
Enter your option : 5
Queue size : 2 4
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 4
Enter your option : 4
Queue is not empty. 6
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 6
Enter your option : 6

Test Case - 2
User Output
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 23
Successfully inserted. 1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1

Enter element : 234
Successfully inserted.1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 45
Successfully inserted.1
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 1
Enter your option : 1
Enter element : 456
Successfully inserted.2
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 2
Enter your option : 2
Deleted value = 233
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 3
Enter your option : 3
Elements in the queue : 234 45 456 2
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 2
Enter your option : 2
Deleted value = 2343
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 3
Enter your option : 3
Elements in the queue : 45 456 4
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 4
Enter your option : 4
Queue is not empty.5
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 5
Enter your option : 5
Queue size : 26
1.Enqueue 2.Dequeue 3.Display 4.Is Empty 5.Size 6.Exit 6
Enter your option : 6