```
}
int main()
{
   struct queue *q = (struct queue*)malloc(sizeof(struct queue));
   int f = 0, a;
   char ch = 'y';
   q->stack1 = NULL;
   q->stack2 = NULL;
   while (ch == 'y'||ch == 'Y') {
      printf("enter ur choice\n1.add to queue\n2.remove
           from queue\n3.display\n4.exit\n");
      scanf("%d", &f);
      switch(f) {
         case 1 : printf("enter the element to be added to queue\n");
                  scanf("%d", &a);
                  enqueue(q, a);
                  break;
         case 2 : dequeue(q);
                  break;
         case 3 : display(q->stack1, q->stack2);
                  break;
         case 4 : exit(1);
                  break;
         default : printf("invalid\n");
                   break;
      }
   }
}
```