```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<process.h>


struct Node
{
	int ele;
	struct Node *next;
};

void main()
{
	struct Node *FRONT, *temp, *nn;
	int ch;
	clrscr();
	FRONT = NULL;
	while(1)
	{
		getch();
		clrscr();
		printf("Select Operation\n");
		printf("1 - ENQUEUE op.\n");
		printf("2 - DEQUEU op\n");
		printf("3 - DISPLAY op.\n");
		printf("4 - EXIT\n");
		printf("Provide your choice : ");
		scanf("%d", &ch);

		switch(ch)
		{
		  case 1: // ENQUEUE op (insert nn at last position)
			nn = (struct Node *) malloc(sizeof(struct Node) );
			printf("Enter element to ENQUEUE : ");
			scanf("%d", &nn->ele);
			if(FRONT==NULL)
			{
				nn->next = NULL;
				FRONT = nn;
			}
			else
			{
```

```
                // inserting nn at last position
                temp = FRONT;
                while(temp->next != NULL)
                {
                        temp = temp->next;
                } // at the end temp points to last node

                nn->next = NULL;
                temp->next = nn;
        }
        printf("Element ENQUEUEd into the Queue.\n");
        break;
  case 2: // DEQUEUE op (remove fist node)
        if(FRONT == NULL)
        {
                printf("Queue Underflow\n");
        }
        else
        {
                printf("FRONT element %d is DEQUEUEd\n", FRONT->ele);
                temp = FRONT;
                FRONT = FRONT->next;
                free(temp);
        }
        break;
  case 3: // DISPLAY op (display from FRONT to NULL)
        if(FRONT==NULL)
        {
                printf("Queue is Empty. Nothing to Display.\n");
        }
        else
        {
                printf("Queue Contains\n");
                temp = FRONT;
                while(temp != NULL)
                {
                        printf("%d\t", temp->ele);
                        temp = temp->next;
                }
        }
        break;
  case 4: exit(0);
} //end of switch-case
```

```
        } //end of while
        getch();
}
```