**Linked List Implementation of Queue**

#include <stdio.h>

#include <stdlib.h>

struct node

{ int data;

struct node\* next;

}

struct node \*front = NULL;

struct node \*rear = NULL;

void enqueue(int d)

{

struct node\* new\_n;

new\_n = (struct node\*)malloc(sizeof(struct node));

new\_n->data = d;

new\_n->next = NULL;

if((front == NULL)&&(rear == NULL))

{

front = rear = new\_n;

}

else

{

rear->next = new\_n;

rear = new\_n;

}

}

void display() {

struct node\* temp;

if((front == NULL)&&(rear == NULL)){

printf("\nQueue is Empty"); }

else{

temp = front;

while(temp){

printf(" %d ",temp->data);

temp = temp->next; } } }

void dequeue() {

struct node \*temp;

temp = front;

if((front == NULL)&&(rear == NULL)){

printf("\nQueue is Empty");

}

else{

front = front->next;

free(temp);

}

}

int main()//main function to use all our declared function

{

enqueue(5);

enqueue(10);

enqueue(15);

enqueue(20);

enqueue(25);

printf("Queue:");

display();

printf("\nQueue After Dequeue:");

dequeue();

display(); }