#include<stdio.h>

#include<stdlib.h>

typedef struct node {

int data;

struct node \*next;

}node;

node\*front=NULL,\*rear=NULL;

void push(int value){

node \*temp=malloc(sizeof(node));

temp->data=value;

temp->next=NULL;

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

front=rear=temp;

}

rear->next=temp;

rear=temp;

}

void pop(){

node\*temp=front;

if(front==NULL) return;

if(front==rear) front=rear=NULL;

else{

front=front->next;

}

}

void display(){

node \*p=front;

while(p!=NULL){

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

p=p->next;

}

}

int main(){

push(20);

push(20);

push(25);

printf("The values after inserted\n");

display();

pop();

pop();

printf("\nThe values after deleted\n");

display();

}