

```
≡ File Edit Search Run Compile Debug Project Options Window Help
[■] QLINK.C 1=[↑↓]
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct node
{
    int info;
    struct node *link;
}*front=NULL,*rear=NULL;
main()
{
    int choice;
    clrscr();
    while(1)
    {
        printf("\n Main menu\n");
        printf("1. insert\n");
        printf("2. delete\n");
        printf("3. display\n");
        printf("4. quit\n");
        scanf("%d",&choice);
    }
}
```

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```
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[■] QLINK.C 1=[↑↓]
scanf("%d",&choice);
switch(choice)
{
    case 1: push();
           break;

    case 2: pop();
           break;

    case 3: display();
           break;

    case 4: exit(1);
           break;
    default: printf("wrong choice");
}
}
}
push()
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```

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```
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QLINK.C 1=[↑↓]
push()
{
    struct node* temp;
    int additem;
    temp=(struct node*)malloc(sizeof(struct node));
    printf("input the elements to be inserted in the queue");
    scanf("%d",&additem);
    temp->info=additem;
    temp->link=NULL;
    if(front==NULL)
        front=temp;
    else
        rear->link=temp;
    rear=temp;
    return;
}
pop()
{
    struct node *temp;
    if(front==NULL)
        printf("\tqueue underflow");
}
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```

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```
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[■] QLINK.C 1=[↕]
struct node *temp;
if(front==NULL)
    printf("\tqueue underflow");
else
{
    temp=front;
    printf("\tdeleted element is %d \n",temp->info);
    front=front->link;
    free(temp);
}
return;
}
deletenode()
{
struct node *temp;
if(front==NULL)
printf("queue overflow");
else
{
temp=front;
printf("deleted element is %d\n",temp->info);
front=front->link;
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```



```
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[■] QLINK.C 1=[↑↓]
temp=front;
printf("deleted element is %d\n",temp->info);
front=front->link;
free(temp);
}
return;
}
display()
{
struct node *ptr;
ptr=front;
if(front==NULL)
printf("queue is empty");
else
printf("queue elements : \n");
while(ptr!=NULL)
{
printf("%d\n",ptr->info);
ptr=ptr->link;
}
printf("\n");
}
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```

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```
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[■] QLINK.C 1=[↑↓]
}
return;
}
display()
{
struct node *ptr;
ptr=front;
if(front==NULL)
printf("queue is empty");
else
printf("queue elements :\n");
while(ptr!=NULL)
{
printf("%d\n",ptr->info);
ptr=ptr->link;
}
printf("\n");
return()
}

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```

Main menu

- 1.insert
- 2. delete
- 3. display
- 4. quit

2

deleted element is 20

Main menu

- 1.insert
- 2. delete
- 3. display
- 4. quit

3

queue elements :

30

40

Main menu

- 1.insert
- 2. delete
- 3. display
- 4. quit

—

```
Main menu
1.insert
2. delete
3. display
4. quit
1
input the elements to be inserted in the queue20
```

```
Main menu
1.insert
2. delete
3. display
4. quit
1
input the elements to be inserted in the queue30
```

```
Main menu
1.insert
2. delete
3. display
4. quit
-
```