

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node *next;
};
typedef struct node *queue11;
typedef struct node *position;
typedef int element;

queue11 makenullqueuelist();

position frontpos(queue11);
position rearpos(queue11);
position nextpos(queue11,position);

void enqueue(queue11,element);
element dequeue(queue11);
void printqueue(queue11);

void printoptions();
int getoption();

int isempty(queue11);
```