#include<stdio.h>

struct Node

{

int data;

int prior;

struct Node \*next;

};

int main()

{

struct Node \*front=NULL,\*neww,\*temp;

int choice,ele,prio;

do

{

printf("1.Insertion 2.Deletion3.Display");

scanf("%d",&choice);

switch(choice)

{

case 1:

neww=(struct Node\*)malloc(sizeof(struct Node));

printf("Enter the data:");

scanf("%d",&ele);

printf("Enter the prirority");

scanf("%d",&prio);

neww->data=ele;

neww->prior=prio;

neww->next=NULL;

if(front==NULL)

{

front = neww;

temp = neww;

}

else

{

neww->next=front;

front = neww;

temp=front;

while(temp->next!=NULL)

{

if(temp->prior < temp->next->prior)

{

int dat = temp->data;

int pri = temp->prior;

temp->data = temp->next->data;

temp->prior= temp->next->prior;

temp->next->data = dat;

temp->next->prior = pri;

}

temp=temp->next;

}

}

break;

case 2:

if(front==NULL){

printf("Queue is empty");

}

else{

temp=front;

front =temp->next;

free(temp);

printf("First element is deleted");

}

break;

case 3:

if(front==NULL)

printf("Queue is empty");

else{

temp=front;

while(temp!=NULL)

{

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

temp=temp->next;

}

}

break;

}

}while(choice<=3);

return 0;

}