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*****SUBHAS NATH*****
*****PROGRAM OF LINKED QUEUE*****

#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define NULL 0

typedef struct link
{
    char info;
    struct link *next;
}node;

node *insert(node *,char);
node *remove(node *);
void display(node *);

void main()
{
    node *first=NULL;
    char item;
    int ch;
    clrscr();

    printf("\n\t1) INSERT.\n\t2) REMOVE.\n\t3) EXIT.\n\n");
    while(1)
    {
        printf("\nEnter your choice:- ");
        scanf("%d",&ch);
        switch(ch)
        {

            case 1:
                printf("\nEnter the item which you want to insert:- ");
                fflush(stdin);
                item=getchar();
                first=insert(first,item);
                display(first);
                break;

            case 2:
                first=remove(first);
                display(first);
                break;
        }
    }
}

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        case 3:
            exit(0);
        }
    }
    getch();
}

/******************INSERT INT QUEUE******************/

node *insert(node *temp,char item)
{
    node *mid,*first;
    first=temp;
    mid=(node *)malloc(sizeof(node));
    mid->info=item;
    if(first==NULL)
    {
        temp=mid;
        mid->next=NULL;
    }
    else
    {
        while(first->next!=NULL)
        {
            first=first->next;
        }
        first->next=mid;
        mid->next=NULL;
    }
    return(temp);
}

/******************REMOVE FROM QUEUE******************/

node *remove(node *temp)
{
    node *first;
    first=temp;
    if(first==NULL)
    {
        printf("\n\tUNDREFLOW.\n");
    }
    else
    {
        printf("\n\n\t%c is deleted.\n",first->info);
    }
}

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first=first->next;
free(temp);
temp=first;
}
return(temp);
}

/****************DISPLAY THE QUEUE*******/

void display(node *temp)
{
//node *first;
//first=temp;
printf("\n");
while(temp!=NULL)
{
printf("%4c",temp->info);
temp=temp->next;
}
}
```