Queue Program using linked list

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct Node
{
  int data;
  struct Node *next;
}*front = NULL,*rear = NULL;
void insert(int);
void delete();
void display();
void main()
{
  int choice, value;
  //clrscr();
  printf("\n:: Queue Implementation using Linked List ::\n");
  while(1){
    printf("\n****** MENU ******\n");
    printf("1. Insert\n2. Delete\n3. Display\n4. Exit\n");
    printf("Enter your choice: ");
    scanf("%d",&choice);
    switch(choice){
          case 1: printf("Enter the value to be insert: ");
                  scanf("%d", &value);
                  insert(value);
                  break;
          case 2: delete(); break;
          case 3: display(); break;
```

```
            case 4: exit(0);
            default: printf("\nWrong selection!!! Please try again!!!\n");
      }
   }
}
void insert(int value)
{
   struct Node *newNode;
   newNode = (struct Node*)malloc(sizeof(struct Node));
   newNode->data = value;
   newNode -> next = NULL;
   if(front == NULL)
      front = rear = newNode;
   else{
      rear -> next = newNode;
      rear = newNode;
   }
   printf("\nInsertion is Success!!!\n");
}
void delete()
{
   if(front == NULL)
      printf("\nQueue is Empty!!!\n");
   else{
      struct Node *temp = front;
      front = front -> next;
      printf("\nDeleted element: %d\n", temp->data);
      free(temp);
   }
}
void display()
```

```
{
  if(front == NULL)
    printf("\nQueue is Empty!!!\n");
  else{
    struct Node *temp = front;
    while(temp->next != NULL){
        printf("%d--->",temp->data);
        temp = temp -> next;
    }
    printf("%d--->NULL\n",temp->data);
  }
}
```