

Pseudo code → Circular Queue

current position = i

Next position = $(i+1) \% N$

Previous Position = $(i+N-1) \% N$

A[size]

FRONT = -1

REAR = -1

IsFull()

```
{  
  if (front == (rear+1) % N)  
    return true
```

else

```
  return false
```

```
}
```

IsEmpty()

```
{  
  if (front == -1 && rear == -1)
```

```
    return true
```

else

```
  return false
```

```
}
```

display()

```
{
```

```
  if (front == -1)
```

```
    printf → Queue is Empty
```

```
  else if (rear >= front)
```

```
  {  
    for (i = front; i <= rear; i++)
```

```
      printf ("%d\n", a[i]);
```

```
  }
```

else

```
  {  
    for (i = front; i < size; i++)
```

```
      printf ("%d\n", a[i]);
```

```
    for (i = 0; i <= rear; i++)
```

```
      printf ("%d\n", a[i]);
```

```
  }
```

```
}
```

Enqueue(x)

```
{
```

```
  if (IsFull())
```

```
    printf ("Q is full")
```

```
  else if (IsEmpty())
```

```
    front = 0; rear = 0
```

else

```
{
```

```
  rear = (rear + 1) % N
```

```
}
```

```
  A[rear] = x
```

```
}
```

Dequeue(x)

```
{
```

```
  if (IsEmpty())
```

```
    print → Queue is empty
```

```
  else if (front == rear)
```

```
  {
```

```
    x = A[front];
```

```
    front = rear = -1;
```

```
}
```

else

```
{  
  x = A[front];
```

```
  front = (front + 1) % N;
```

```
}
```

```
  return x;
```

```
}
```