

Lab program 3:

linear queue insertion and deletion

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define SIZE 5
```

```
int queue[SIZE];
```

```
int front = -1;
```

```
int rear = -1;
```

```
void enter (int value) {
```

```
    if ((front == 0 && rear == SIZE - 1) || (rear == (front - 1) % (SIZE - 1))) {
```

```
        printf("Queue is Full\n");
```

```
        return;
```

```
    }
```

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

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

```
        queue[rear] = value;
```

```
    }
```

```
    else if (rear == SIZE - 1 && front != 0)
```

```
    {
```

```
        rear = 0;
```

```
        queue[rear] = value;
```

```
    }
```

```
    else {
```

```
        rear++;
```

```
        queue[rear] = value;
```

```
    }
```

```
    printf("Inserted %d\n", value);  
}
```

```
void del() {  
    if (front == -1) {  
        printf("Queue is Empty\n");  
        return;  
    }  

```

```
    printf("Deleted %d\n", queue[front]);  
    queue[front] = -1;  
    if (front == rear) {  
        front = rear = -1;  
    }  
    else if (front == SIZE - 1) {  
        front = 0;  
    }  
    else {  
        front++;  
    }  
}
```

```
void display() {  
    if (front == -1) {  
        printf("Queue is Empty\n");  
        return;  
    }  
    printf("Queue elements are: ");  
    if (rear >= front) {  
        for (int i = front; i <= rear; i++)
```

```

        printf("%d ", queue[i]);
    }
    else {
        for (int i = front; i < SIZE; i++)
            printf("%d ", queue[i]);
        for (int i = 0; i <= rear; i++)
            printf("%d ", queue[i]);
    }
    printf("\n");
}

int main() {
    int choice, value;
    while (1) {
        printf("\n1. Insert\n2. Delete\n3. Display\n4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        switch (choice) {
            case 1:
                printf("Enter the value to insert: ");
                scanf("%d", &value);
                enter(value);
                break;
            case 2:
                del();
                break;
            case 3:
                display();
                break;
            case 4:

```

```
        exit(0);  
    default:  
        printf("Invalid choice\n");  
    }  
}  
return 0;  
}
```

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 1

Inserted 1

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 2

Inserted 2

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 3

Inserted 3

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 4

Inserted 4

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 5

Inserted 5

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the value to insert: 6

Queue is Full

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements are: 1 2 3 4 5
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 1
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 2
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 3
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 4
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 5
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 4
```