

6/11/20

Lab 4 - Circular Queue

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

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

```
int front = -1, rear = -1;
```

```
int queue[20];
```

```
int max;
```

```
void enqueue(int);
```

```
void dequeue();
```

```
void display();
```

```
int main()
```

```
{
```

```
int choice, item;
```

```
printf("Enter the size of the queue : ");
```

```
scanf("%d", &max);
```

```
do {
```

```
    printf("\n 1. Insert element");
```

```
    printf("\n 2. Delete element");
```

```
    printf("\n 3. Display queue");
```

```
    printf("\n 4. Exit ");
```

```
    printf("Enter your choice : ");
```

```
scanf("%d", &choice);
```

```
switch(choice) {
```

```
case 1 : if(front == 0 & rear == max-1) {  
    (front=rear+1)}
```

```
{ printf("Queue full\n");
```

(1)

else {

printf ("Enter element\n");

scanf ("%d", &item);

enqueue(item);

break;

case 2 : degree();

break;

case 3 : display();

break;

case 4 : exit(0);

default : printf ("An Invalid choice\n");

{ while (choice != 4);

~~return 0;~~

}

void enqueue (int ele)

{

rear = (rear+1) % max;

queue [rear] = ele;

if (front == -1)

front = 0;

return ;

{

void degree()

{
 int item;

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

{

 printf ("Queue is empty\n");

 return;

}

else {

 item = queue[front];

 if (front == rear)

{

 front = -1; rear = -1;

}

else {

 front = (front + 1) % max;

}

 printf ("Deleted element is : %d\n", item);

 return;

}

void display()

{
 int i;

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

{

 printf ("Queue empty\n");

 return;

}

(A)

(B)

```

else {
    printf ("Queue contents : In ");
    for (i = front; i != rear; i = (i + 1) % max)
    {
        printf ("%d ", queue[i]);
    }
    printf ("\n");
    return;
}

```