

3) Linear Queue Program

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

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

```
#define MAX 5
```

```
int queue [MAX];
```

```
void enqueue (int value, int *front, int *rear) {
```

```
if (*rear == MAX - 1)
```

```
printf ("Queue is full !!");
```

```
else {
```

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

```
*front = 0;
```

```
(*rear)++;
```

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

```
}
```

```
}
```

```
void dequeue (int *front, int *rear) {
```

```
if (*front == *rear)
```

```
printf ("In Queue is Empty !!");
```

```
else {
```

```
printf ("Deleted = %d", queue [*front]);
```

```
(*front)++;
```

```
if (*front == *rear)
```

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

```
}
```

```
}
```

```
void display (int *front, int *rear) {
```

```
if (*rear == -1)
```

```
printf ("In Queue is Empty !!");
```

```
else {
```



```
int i;  
printf ("Queue Contents:");  
for (i = *front; i <= *rear; i++)  
    printf ("%d\t", queue[i]);  
}  
}  
  
int main () {  
    int value, choice;  
    int front = -1, rear = -1;  
    while (1) {  
        printf ("In 1. Insert to Queue");  
        printf ("In 2. Delete from Queue");  
        printf ("In 3. Display the contents");  
        printf ("In 4. Exit In");  
        printf ("Enter your Option :");  
        scanf ("%d", &choice);  
        switch (choice) {  
            case 1: printf ("Enter the element = In");  
                    scanf ("%d", &value);  
                    enqueue (value, &front, &rear);  
                    break;  
            case 2: dequeue (&front, &rear);  
                    break;  
            case 3: display (&front, &rear);  
                    break;  
            case 4: return 0;  
            default: printf ("You have exited the code !!");  
        }  
    }  
    return 0;  
}
```