

WAP to simulate the working of a queue of integers using an array. Provide the following operations:
a) insert b) Delete c) Display. The program should print appropriate messages for queue empty & Overflow.

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

```
#include <conio.h>
```

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

```
#define QSIZE 5
```

```
int item, front = 0, rear = -1, q[10];
```

```
void insertrear() {
```

```
    if (rear == QSIZE - 1) {
```

```
        printf("Queue is Overflow");
```

```
        return;
```

```
    } rear += 1;
```

```
    q[rear] = item;
```

```
int deletefront() {
```

```
    if (front > rear) {
```

```
        front = 0;
```

```
        rear = -1;
```

```
        return -1;
```

```
    } return q[front++];
```

```
}
```

```
void display() {
```

```
    int i;
```

```
    if (front > rear) {
```

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

```
        return;
```

```
    }
```

```
    printf("Contents of queue\n");
```

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

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

```
}
```

```
void main()
{
    char ch;
```

```
    int choice;
```

```
    for(;;) {
```

```
        printf("1- insert, 2- search, 3- delete, 4- front, 5- rear, 6- display, 7- exit\n");
```

```
        printf("Enter choice\n");
```

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

```
        switch(choice)
```

```
        {
```

```
            case 1: printf("Enter the item\n");
```

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

```
                    insertrear();
```

```
                    break;
```

```
            case 2: item = deletefront();
```

```
                    if (item == -1)
```

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

```
                        break;
```

```
                    printf("Item Deleted: %d\n", item);
```

```
                    break;
```

```
            case 3: display();
```

```
                    break;
```

```
            default: exit(0);
```

```
        }
```

```
    }
```

```
}
```



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

Circular Queue

- 1) Insert
- 2) Delete
- 3) Display.

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

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

```
#include <process.h>
```

```
#define que-size 3
```

```
int item, front = 0, rear = -1, q[que-size], count = 0;
```

```
void insertrear() {
```

```
    if (count == que-size)
```

```
    { printf("queue overflow\n");
```

```
        return; }
```

```
    rear = (rear + 1) % que-size;
```

```
    q[rear] = item;
```

```
    count++;
```

```
}
```

```
int deletefront() {
```

```
    if (count == 0) return -1;
```

```
    item = q[front];
```

```
    front = (front + 1) % que-size;
```

```
    count--;
```

```
    return item;
```

```
}
```

```
void displayq() {
```

```
    int i, j;
```

```
    if (count == 0)
```

```
    { printf("queue is empty"); return; }
```

```
    j = front;
```

```
printf("contents of queue in");
```

```
for (i=0; i<=count; i++) {
```

```
  if (f+1)%que-size > 0
```

```
    printf("%d\n", q[f]);
```

```
    f = (f+1) % que-size;
}
```

```
void main ()
```

```
{ int choice;
```

```
  for (j=1; j<=4; j++) {
```

```
    printf("In 1. Insert rear In 2. Delete front  
    In 3. Display In 4. Exist\n");
```

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

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

```
    switch (choice)
```

```
    { case 1: printf("Enter the item. to be inserted");
        scanf("%d", &item);
        insertrear();
        break;
```

```
    case 2: item = deletefront();
        if (item == -1)
            printf("queue is empty\n");
        else
```

```
            printf("item deleted is %d\n", item);
        break;
```

```
    case 3: displayq();
```

```
        break;
```

```
    default: exit(0);
  }
```

```
}
```