

[■] CIRCULAR.C

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct node{
int info;
struct node *next;
};
struct node *front=NULL, *rear=NULL,*newmode,*pointer;
void createqueue(int value){
newnode=(struct node*)malloc(sizeof(struct node));
newnode->info=value;
newnode->next=NULL;
if(front==NULL){
front=newmode;
rear=newmode;
rear->next=front;
}
else{
rear->next=newmode;
rear=newmode;
rear->next=front;
}
```

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else{
rear->next=newnode;
rear=newnode;
rear->next=front;
}
}

int deletee(){
int del;
struct node *temp=front;
if(temp==NULL){
printf("\nQueue Underflown");
return 0;
}
else{
del=front->info;
temp=front->next;
free(front);
front=temp;
rear->next=front;
return del;
}

```


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```
front=temp;
rear->next=front;
return del;
}
}
```

```
void display(){
struct node*temp1 =front;
while(temp1->next!=front){
printf("Data is:%d\t",temp1->info);
temp1=temp1->next;}
}
```

```
void main(){
int value,choice;
clrscr();
while(1){
printf("\n1.Insert\n2.Delete\n3.Display\n4.Exit\n");
printf("\nEnter Your choice:");
scanf("%d",&choice);
printf("%d",&choice);
}
```



```

void main(){
int value,choice;
clrscr();
while(1){
printf("\n1.Insert\n2.Delete\n3.Display\n4.Exit\n");
printf("\nEnter Your choice:");
scanf("%d",&choice);
printf("%d",&choice);
switch(choice){
case 1:printf("Enter value:");
        scanf("%d",&value);
        createqueue(value);
        break;
case 2:
        printf("Deleted element is %d",deletee());
        break;
case 3:
        printf("Inserted element is %d is %d");
        break;
case 4:
        _exit(0);
}
}

```


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```
printf("\nEnter Your choice:");
scanf("%d",&choice);
printf("%d",&choice);
switch(choice){
case 1:printf("Enter value:");
        scanf("%d",&value);
        createqueue(value);
        break;
case 2:
        printf("Deleted element is %d",deletee());
        break;
case 3:
        printf("Inserted element is %d is %d");
        break;
case 4:
        exit(0);
        break;
}
}
getch();
}
```