

QUEUE:

```
#include <stdio.h>

#define N 5

int queue[N];

int front=-1, rear=-1;

void enqueue(int x) {
    if (rear==N-1) {
        printf("Queue overflow\n");
    }
    else if(front== -1 && rear== -1) {
        front=rear=0;
        queue[rear]=x;
    }
    else {
        rear++;
        queue[rear]=x;
    }
}

void dequeue() {
    if (front== -1 && rear== -1){
        printf("Queue is empty\n");
    }
    else if(front==rear){
        printf("Deleted element is: %d\n",queue[front]);
        front=rear=-1;
    }
}
```

```
else{  
printf("Deleted element is: %d\n",queue[front]);  
front++;  
}  
}
```

```
void display() {  
if (front== -1 && rear== -1){  
printf("Queue is empty\n");  
}  
else {  
printf("Queue elements are:\n");  
for(int i=front;i<=rear;i++){  
printf("%d ",queue[i]);  
}  
printf("\n");  
}  
}
```

```
void peek(){  
if (front== -1 && rear== -1){  
printf("Queue is empty\n");  
}  
else{  
printf("Front element: %d\n",queue[front]);  
}  
}
```

```
int main() {  
int choice,x;
```

```
do{
printf("\n1.Enqueue\n");
printf("2.Dequeue\n");
printf("3.Display\n");
printf("4.Peek\n");
printf("5.Exit\n");
printf("Enter your choice: ");
scanf("%d",&choice);

switch(choice) {
case 1:
    printf("Enter element to insert: ");
    scanf("%d",&x);
    enqueue(x);
    break;

case 2:
    dequeue();
    break;

case 3:
    display();
    break;

case 4:
    peek();
    break;

case 5:
    printf("Exiting....\n");
    break;
```

default:

```
    printf("Invalid Choice\n");  
}  
}  
while (choice !=5);  
return 0;  
}
```

OUTPUT:

C:\Users\student\Desktop\ch

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 2
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 4
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 6
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 8
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 10
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 1
Enter element to insert: 12
Queue overflow
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 3
Queue elements are:
2 4 6 8 10
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 4
Front element: 2
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 2
Deleted element is: 2
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 2
Deleted element is: 4
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 4
Front element: 6
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 2
Deleted element is: 8
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 2
Deleted element is: 10
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 2
Queue is empty
```

```
1.Enqueue
2.Dequeue
3.Display
4.Peek
5.Exit
Enter your choice: 5
Exiting....
```

```
Process returned 0 (0x0)   execution time : 63.818 s
Press any key to continue.
```