

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\ch1> + ▾
```

```
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.
```

OBSERVATION:

13/10/25

Program-3.

WAP to simulate the working of a queue of integers using an array.

Provide the following operations:

Insert, Delete, Display, the program should print appropriate messages for queue, empty & queue overflow conditions.

With the pseudocode.

⇒ Pseudocode:

1. Display ~~the~~ an array of size N.
2. Declare Queue [N]
3. Set front to -1
4. Set rear to -1
5. If rear = N-1, print "Queue Overflow".
6. Else if FRONT = -1 & REAR = -1,
set front = 0, rear = 0 & insert x at Queue [rear]
7. Else, increase rear by 1 & insert x at Queue [~~rear~~ front]
8. End if.

9. If front = -1 & rear = -1, print "Queue is empty".
10. Else if front = rear,
print "Deleted element: Queue [front]"
and set front = rear = -1.
11. Else, print "Deleted element: Queue [front]"
& increase front by 1.
12. End if.

Display.

13. If $\text{front} = -1 \& \text{rear} = -1$, print "Queue is Empty".

14. Else, print "Queue elements are :"
for $i > \text{front}$ to rear , print $\text{Queue}(i)$.

15. End if.

Next

16. If $\text{front} = -1 \& \text{rear} = -1$, print "Queue is Empty".

17. Else, print "Front element : Queue(front)".

18. End if.

19. Repeat menu choices until user selects Exit.

20. Stop the program.

NG

Program :-

```
# 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 ("Element : %d\n", queue  
               [front]);  
    }  
}
```

```
int main ()  
{  
    int choice, x;  
    do {  
        printf ("1. Enqueue\n");  
        printf ("2. Dequeue\n");  
        printf ("3. Display\n");  
        printf ("4. Peek\n");  
    }
```

```
printf ("5. Exit \n");
printf ("Enter your choices: ");
scanf ("%d", &choice);
```

```
switch (choice)
```

```
{
```

```
case 1:
```

```
    printf ("Enter element to insert:");
    scanf ("%d", &fx);
    enqueue (x);
    break;
```

```
case 2:
```

```
    dequeue ();
    break;
```

```
case 3:
```

```
    display ();
    break;
```

~~```
case 4:
```~~~~```
    peek ();
    break;
```~~~~```
case 5:
```~~~~```
    exit printf ("Exiting... \n");
    break;
```~~

```
default:
```

```
    printf ("Invalid Choice\n");
```

```
}
```

```
while (choice != 5);
```

```
}
```

Output :

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 : 10

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 is : 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 : 2

Deleted element is : 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 is 2

Queue is Empty

- 1 Enqueue
- 2 Dequeue
- 3 Display
- 4 Peek
- 5 Exit

Enter your choice : 5

~~BEST~~ Exiting....