

To implement traffic monitoring system using queue

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Subject :- DS, practical no : - 6

Code :-

Circular.h =>

```
#include <stdio.h>
#include <stdlib.h>
struct Queue {
    int *arr;
    int front, rear, max;
};
int isFull(struct Queue * queue){
    return queue -> front == (queue -> rear + 1) % queue -> max;
}
int isEmpty(struct Queue * queue){
    return queue -> rear == -1;
}
void allocateMemory(struct Queue * queue, int max){
    queue -> arr = (int *)malloc(sizeof(int) * max);
    queue -> front = -1;
    queue -> rear = -1;
    queue -> max = max;
}
void enqueue(struct Queue * queue, int element){
    if(isFull(queue)){
        printf("\nQueue is full\n");
        return;
    }
    if(queue -> rear == -1){
        queue -> front = 0;
        queue -> rear = 0;
        queue -> arr[queue -> rear] = element;
        return;
    }
    queue -> rear = (queue -> rear + 1) % queue -> max;
    queue -> arr[queue -> rear] = element;
}
int dequeue(struct Queue * queue){
    if(isEmpty(queue)){
        printf("queue is Empty \n");
        return -1;
    }
    if(queue -> front == queue -> rear){
        int curr = queue -> arr[queue -> front];
        queue -> front = -1;
    }
}
```

```

        queue -> rear = -1;
        return curr;
    }
    int curr = queue -> arr[queue -> front];
    queue -> front = (queue -> front + 1) % queue -> max;
    return curr;
}

void display (struct Queue * queue){
    int curr = queue -> front;

    if(isEmpty(queue)){
        printf("Queue is Empty\n");
        return;
    }
    while(curr != queue -> rear){
        printf("%d ", queue -> arr[curr]);
        curr = (curr + 1) % queue -> max;
    }
    if(queue -> rear == curr){
        printf("%d \n", queue -> arr[curr]);
    }
    printf("\n");
}

```

Mainfile

```

#include <stdio.h>
#include "circular.h"

void main()
{
    struct Queue queue[4];
    int i = 0, elem, lane;
    int choice = 1;
    while(choice)
    {
        printf("enter the choice : 1 for entering full lane || 2 for display\n|| 3 for removal of lane || 4 for special entry : ");
        scanf("%d", &choice);
        switch(choice){

            case 1 :
                while(i < 4)
                {
                    printf("enter the max size of the queue : ");
                    int size;
                    scanf("%d", &size);

                    allocateMemory(&queue[i], size + 2);

                    while(size > 0)
                    {
                        printf("enter the element : ");
                        scanf("%d", &elem);

```

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        enqueue(&queue[i], elem);
        size--;
    }
    i++;
}
break;
case 2:
    i = 0;
    while(i < 4)
    {
        display(&queue[i]);
        i++;
    }
    break;
case 3:
    while(1){

        if(isEmpty(&queue[0]) && isEmpty(&queue[1]) && isEmpty(&queue[2]) &&
isEmpty(&queue[3])){
            printf("all lanes are empty\n");
            return;
        }

        i = 0;
        while(i < 4)
        {
            int count = 0;
            if(!(isEmpty(&queue[i]))){
                if ( i == 0){
                    printf("these is frist the lane -> \n");
                }
                if ( i == 1){
                    printf("these is second the lane -> \n");
                }
                if ( i == 2){
                    printf("these is third the lane -> \n");
                }
                if ( i == 3){
                    printf("these is last the lane -> \n");
                }
                printf("\n");
            }
        }
        while(!(isEmpty(&queue[i])))
        {
            if(count >= 5)
            {
                break;
            }
            printf("removed element is : %d\n", dqueue(&queue[i]));
            count++;
        }
        i++;
    }
}
break;
case 4:

```

```

        printf("enter the special enqueue lane : ");
        scanf("%d", &lane);
        printf("enter the element: ");
        scanf("%d", &elem);
        enqueue(&queue[lane - 1], elem);
        break;

    default :
        printf("an invalid input\n");
    }
}
}

```

Output

```

PS C:\Users\SUJAL NIMJE\Downloads\practical 6> gcc traffic.c
PS C:\Users\SUJAL NIMJE\Downloads\practical 6> ./a.exe
enter the choice : 1 for entering full lane || 2 for display
|| 3 for removal of lane || 4 for special entry : 1
enter the max size of the queue : 1
enter the element : 1111
enter the max size of the queue : 2
enter the element : 2221
enter the element : 2222
enter the max size of the queue : 3
enter the element : 3331
enter the element : 3332
enter the element : 3333
enter the max size of the queue : 6
enter the element : 6661
enter the element : 6662
enter the element : 6663
enter the element : 6664
enter the element : 6665
enter the element : 6666
enter the choice : 1 for entering full lane || 2 for display
|| 3 for removal of lane || 4 for special entry : 2
1111

2221 2222

3331 3332 3333

6661 6662 6663 6664 6665 6666

enter the choice : 1 for entering full lane || 2 for display
|| 3 for removal of lane || 4 for special entry : 4
enter the special enqueue lane : 1
enter the element: 1112
enter the choice : 1 for entering full lane || 2 for display
|| 3 for removal of lane || 4 for special entry : 2
1111 1112

2221 2222

```

3331 3332 3333

6661 6662 6663 6664 6665 6666

enter the choice : 1 for entering full lane || 2 for display
|| 3 for removal of lane || 4 for special entry : 3
these is frist the lane ->

removed element is : 1111
removed element is : 1112
these is second the lane ->

removed element is : 2221
removed element is : 2222
these is third the lane ->

removed element is : 3331
removed element is : 3332
removed element is : 3333
these is last the lane ->

removed element is : 6661
removed element is : 6662
removed element is : 6663
removed element is : 6664
removed element is : 6665
these is last the lane ->

removed element is : 6666
all lanes are empty

PS C:\Users\SUJAL NIMJE\Downloads\practical 6> |