Practical 3 Source Code:-

```
#include <iostream>
using namespace std;
#define MAX_SIZE 100
class CircularQueue {
public:
  CircularQueue() {
   front = -1;
    rear = -1;
 }
 bool isFull() {
    return (rear + 1) % MAX_SIZE == front;
 }
 bool isEmpty() {
    return front == -1;
 }
 void enqueue(int data) {
    if (isFull()) {
      cout << "Queue is full!" << endl;
      return;
   }
    if (isEmpty()) {
      front = rear = 0;
   } else {
      rear = (rear + 1) % MAX_SIZE;
   }
    queue[rear] = data;
    cout << data << " enqueued.\n";</pre>
 }
 int dequeue() {
    if (isEmpty()) {
      cout << "Queue is empty!" << endl;</pre>
      return -1;
   }
    int data = queue[front];
    if (front == rear) {
     front = rear = -1;
   } else {
     front = (front + 1) % MAX_SIZE;
    }
    return data;
 }
```

```
void display() {
    if (isEmpty()) {
      cout << "Queue is empty!" << endl;
      return;
    }
    cout << "Queue elements: ";</pre>
    for (int i = front; i != rear; i = (i + 1) % MAX_SIZE) {
      cout << queue[i] << " ";
    }
    cout << queue[rear] << endl;</pre>
  }
private:
  int queue[MAX_SIZE];
  int front, rear;
};
int main() {
  CircularQueue cq;
  int choice, data;
  while (true) {
    cout << "\n1. Enqueue\n2. Dequeue\n3. Display\n4. Exit\n";</pre>
    cout << "Enter your choice: ";</pre>
    cin >> choice;
    switch (choice) {
      case 1:
        cout << "Enter data to enqueue: ";</pre>
        cin >> data;
        cq.enqueue(data);
        break;
      case 2:
        data = cq.dequeue();
        if (data != -1) {
          cout << data << " dequeued.\n";
        }
        break;
      case 3:
        cq.display();
        break;
      case 4:
        exit(0);
      default:
        cout << "Invalid choice!" << endl;</pre>
    }
  }
  return 0;
}
```

Output:-

```
PS C:\Users\butte\OneDrive\Documents\CLG\DSA\practical> cd "c:\Users\butte\OneDrive\Documents\CLG\DSA\practical\"
if ($?) { g++ practical_3.cpp -0 practical_3 } ; if ($?) { .\practical_3 }
1. Enqueue
2. Dequeue
3. Display
4. Exit
Enter your choice: 1
Enter data to enqueue: 12
12 enqueued.
1. Enqueue
2. Dequeue
3. Display
4. Exit
Enter your choice: 1
Enter data to enqueue: 24
24 enqueued.
1. Enqueue
2. Dequeue
3. Display
4. Exit
Enter your choice: 3
Queue elements: 12 24
1. Enqueue
2. Dequeue
3. Display
4. Exit
Enter your choice: 2
12 dequeued.
1. Enqueue
2. Dequeue
3. Display
4. Exit
Enter your choice:
```