

COURSE NAME: Data Structure Laboratory CLASS: I1-Batch1

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Experiment No. 1

CO/LO: CO1

Aim: Implements Priority Queus using array

Theory: Priority Queue implementation using an array is one of the basic methods to implement a queue. In this element, it is inserted and deleted based on its priority. The elements in the priority queue have some priority. The priority of the element is used to determine the order in which the elements will be processed.

Program: #include <stdio.h> #include <stdlib.h> #define MAX 10 void create_queue(); void insert_element(int); void delete_element(int); void check_priority(int); void display_priorityqueue();



```
int front, rear;
void main()
{
  int n, choice;
  printf("\nEnter 1 to insert element by priority ");
  printf("\nEnter 2 to delete element by priority ");
  printf("\nEnter 3 to display priority queue ");
  printf("\nEnter 4 to exit");
  create_queue();
  while (1)
  {
    printf("\nEnter your choice : ");
    scanf("%d", &choice);
    switch(choice)
    case 1:
       printf("\nEnter element to insert : ");
       scanf("%d",&n);
       insert_element(n);
```

break;



```
case 2:
       printf("\nEnter element to delete : ");
       scanf("%d",&n);
       delete_element(n);
       break;
    case 3:
       display_priorityqueue();
       break;
    case 4:
       exit(0);
    default:
       printf("\n Please enter valid choice");
    }
  }
void create_queue()
  front = rear = -1;
void insert_element(int data)
```

{

}



```
if (rear >= MAX - 1)
  {
    printf("\nQUEUE OVERFLOW");
    return;
  }
  if ((front == -1) && (rear == -1))
  {
    front++;
    rear++;
    pqueue[rear] = data;
    return;
  }
  else
    check_priority(data);
  rear++;
void check_priority(int data)
  int i,j;
  for (i = 0; i \le rear; i++)
  {
```

}



```
if (data >= pqueue[i])
    {
       for (j = rear + 1; j > i; j--)
       {
         pqueue[j] = pqueue[j - 1];
       }
       pqueue[i] = data;
       return;
    }
  pqueue[i] = data;
void delete_element(int data)
  int i;
  if ((front==-1) && (rear==-1))
  {
    printf("\nEmpty Queue");
    return;
  }
  for (i = 0; i \le rear; i++)
```

}



```
if (data == pqueue[i])
       for (; i < rear; i++)
       {
         pqueue[i] = pqueue[i + 1];
       }
       pqueue[i] = -99;
       rear--;
       if (rear == -1)
        front = -1;
       return;
    }
  }
  printf("\n%d element not found in queue", data);
void display_priorityqueue()
  if ((front == -1) & (rear == -1))
  {
    printf("\nEmpty Queue ");
```

}



```
return;
}
for (; front <= rear; front++)
{
    printf(" %d ", pqueue[front]);
}
front = 0;
}</pre>
```



Output screenshots:

```
Enter 1 to insert element by priority
Enter 2 to delete element by priority
Enter 3 to display priority queue
Enter 4 to exit
Enter your choice : 1
Enter element to insert: 21
Enter your choice : 1
Enter element to insert: 34
Enter your choice : 1
Enter element to insert: 87
Enter your choice : 2
Enter element to delete: 34
Enter your choice : 1
Enter element to insert: 89
Enter your choice : 3
 89 87
```

Conclusion:

a priority queue is a versatile data structure that extends the functionality of a standard queue by assigning a priority to each element. Elements with higher priority are dequeued and processed before elements with lower priority.

REFERENCES:

Tutorial points

