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/****Implementation of Deque Using Array****/
#include <stdio.h>
#include <conio.h>
#define MAXSIZE 10
int queue[MAXSIZE];
int front, rear;
void enqueue_front()
{
 int n;
 printf("Enter item to be inserted : ");
 scanf("%d",&n);
 if (((front==0) && (rear==MAXSIZE-1)) || (front==(rear+1)))
  printf("Queue is Full|n");
 else if (front==-1 && rear==-1)
 {
  front=rear=0;
  queue[front]=n;
 else if (front==0)
  front=MAXSIZE-1;
  queue[front]=n;
 }
 else
  front=front-1;
  queue[front]=n;
}
void enqueue_rear()
{
 int n;
 printf("Enter item to be inserted : ");
 scanf("%d",&n);
 if (((front==0) && (rear==MAXSIZE-1)) || (front>rear))
  printf("Queue is Full|n");
 else if (front==-1 && rear==-1)
  front=rear=0;
  queue[rear]=n;
 else if (rear==MAXSIZE-1)
  rear=0;
  queue[rear]=n;
 }
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else
 {
  rear=rear+1;
  queue[rear]=n;
 }
}
void dequeue_front()
 if (front==-1)
   printf("Queue is empty\n");
 else if(rear==front)
   front=rear=-1;
 else if (front==MAXSIZE-1)
  front=0;
 else
  front=front+1;
void dequeue_rear()
 if (rear==-1)
   printf("Queue is empty\n");
 else if(rear==front)
   front=rear=-1;
 else if (rear==0)
  rear=MAXSIZE-1;
 else
  rear=rear-1;
void display()
 int i;
 for(i=front;i!=rear;i=(i+1)%MAXSIZE)
  printf("%d\t",queue[i]);
 printf("%d\n",queue[i]);
}
void main()
 int opt;
 clrscr();
 front=rear=-1;
 while(1)
   printf("\n1.Enqueue at front\n2.Enqueue at rear\n");
   printf("3.Dequeue at front\n4.Dequeue at raar\n");
    printf("5.Display\n6.Exit\n");
```

```
printf("Enter your option : ");
   scanf("%d",&opt);
   switch (opt)
   {
         case 1:
           enqueue_front();
           break;
         case 2:
          enqueue_rear();
          break;
         case 3:
          dequeue_front();
          break;
         case 4:
          dequeue_rear();
          break;
         case 5:
          display();
          break;
         case 6:
          exit(0);
         default:
          printf("Invalid option\n");
       }
 }
}
/***Implementation of Deque Using Doubly Linked List ***/
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
struct node
{
int data;
struct node *next,*prev;
};
struct node *head=NULL,*tail=NULL;
void enqueue_front()
{
struct node *newnode;
newnode=(struct node*)malloc(sizeof(struct node));
printf("Enter Data : ");
scanf("%d",&n);
newnode->data=n;
if (head==NULL)
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{
  newnode->next=newnode->prev=NULL;
  head=tail=newnode;
}
else
  newnode->next=head;
  head->prev=newnode;
  newnode->prev=NULL;
  head=newnode;
}
}
void enqueue_rear()
struct node *newnode;
int n;
newnode=(struct node*)malloc(sizeof(struct node));
printf("Enter Data : ");
scanf("%d",&n);
newnode->data=n;
if (tail==NULL)
   newnode->next=newnode->prev=NULL;
  head=tail=newnode;
}
else
  tail->next=newnode;
  newnode->prev=tail;
  newnode->next=NULL;
  tail=newnode;
}
}
void dequeue_front()
 struct node *temp,*prev;
 int n;
 if (head==NULL)
   printf("Queue is empty\n");
 else if (head==tail)
   temp=head;
   head=tail=NULL;
  free(temp);
 }
 else
```

```
temp=head;
   head=head->next;
   head->prev=NULL;
   free(temp);
 }
}
void dequeue_rear()
 struct node *temp,*prev;
 int n;
 if (tail==NULL)
   printf("Queue is empty\n");
 else if (head==tail)
   temp=tail;
   head=tail=NULL;
   free(temp);
 }
 else
   temp=tail;
   tail=tail->prev;
   tail->next=NULL;
   free(temp);
 }
void display()
struct node *temp;
if (head!=NULL)
  temp=head;
  while (temp!=NULL)
   printf("%d\n",temp->data);
   temp=temp->next;
 }
}
else
 printf("Queue is empty\n");
void main()
int opt;
clrscr();
while (1)
{
```

```
printf("1.Enqueue at Front\n2.Enqueue at Rear\n3.Dequeue at Front\n4.Dequeue at
Rear\n5.Display\n6.Exit\n");
  printf("Enter ypur option : ");
  scanf("%d",&opt);
  switch(opt)
  case 1:
         enqueue_front();
         break;
  case 2:
        enqueue_rear();
        break;
  case 3:
        dequeue_front();
        break;
  case 4:
        dequeue_rear();
        break;
  case 5:
        display();
        break;
  case 6:
        exit(0);
  default:
        printf("Invalid Option\n");
  }
}
}
```