Department: Computer Engineering

Class: SE

Subject : Data Structure Lab **Name:** Kartiki Uday Khare.

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Batch: H4

Assignment No: 11

• Problem Statement:

Queues are frequently used in computer programming, and a typical example is the creation of a job queue by an operating system. If the operating system does not use priorities, then the jobs are processed in the order they enter the system. Write C++ program for simulating job queue. Write functions to add job, display job and delete job from queue.

• Code:

```
#include <iostream>
#define MAX 10
using namespace std;
struct queue
        int data[MAX];
      int front rear;
};
class Queue
     struct queue q;
   public:
      Queue() {q. front=q. rear=-1;}
      int isempty();
      int isfull();
      void enqueue(int);
      int delaueue();
      void display();
};
int Queue∷isempty()
      return (q. front==q. rear) ?1:0;
int Queue∷isfull()
     return(q. rear==MAX-1)?1:0;}
void Queue::enqueue(int x)
{q. data[++q. rear]=x;}
int Queue::delqueue()
{return q. data[++q. front];}
void Queue::display()
    int i;
```

```
cout<<"\mathbb{"\n";
                                                             for (i=q. front+1; i \le q. rear; i++)
                                                                                                                                                                        cout<<q. data[i]<<" ";
 int main()
                                                                                                            Queue obj;
                                                                                              int ch, x;
                                                                                            do {
                                                                                                                                                                                                       cout<<"\foating Tental Tental Tental Cout  
\text{Cout} A. Insert Job\foating 1. Insert Job\foating 2. Delete Job\foating 3. Display\foating 4. Exit\foating network 1. Insert Job\foating 1. Insert J
your choice : ";
                                                                                                                                                                                                       cin>>ch;
                                                                                            switch(ch)
                                                                                                { case 1: if (!obj.isfull())
                                                                                                                                                                                                                                                                                        cin>>x;
                                                                                                                                                                                                                                                                                   ob j. enqueue (x);
                                                                                                                                                                                                                                                                                   cout<<endl;</pre>
                                                                                                                                                                                                                                    }
                                                                                                                                                                                                                                                     else
                                                                                                                                                                                                                                                                                   cout<< "Queue is overflow!!!\fomation";</pre>
                                                                                                                                                                                                                                                                     break;
                                                                                                                                         case 2: if(!obj.isempty())
                                                                                                                                                                                                                                                                                                                                                 cout<<"\foating Tender = "<\foating obj.delqueue()<\foating endl;</pre>
                                                                                                                                                                                                                                                     else
                                                                                                                                                                                                                                                                                                                                               cout<<"\footnote '\footnote 
                                                                                                                                                                                                                                                     cout<<"\frac{"\frac{\text{YnRemaining Jobs : \frac{\text{Yn"}}}{\text{}};</pre>
                                                                                                                                                                                                                                                    obj.display();
                                                                                                                                                                                                                                                                   break;
                                                                                                                          case 3: if (!obj.isempty())
                                                                                                                                                                                                                            { cout<<"\footnote{"\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{"}\footnote{
                                                                                                                                                                                                                                                                                                    obj.display();
                                                                                                                                                                                                                        }
                                                                                                                                                                                                                        else
                                                                                                                                                                                                                                                                                                                                   cout<<"\foatsymbol{"\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foatsymbol{"}\foat
                                                                                                                                                                                                       break;
                                                                                                                          case 4: cout<<"\footnotemark"\footnotemark
representation
footnotemark
representation
footnotemark
representation
footnotemark
foo
                                                                                            } while (ch!=4);
 return 0;
```

• Output:

```
C:\Users\admin\Desktop\SYCS !st TERM\p11.exe
1.Insert Job
2.Delete Job
3.Display
4.Exit
Enter your choice : 1
Enter data :
1.Insert Job
2.Delete Job
3.Display
4.Exit
Enter your choice : 3
Queue contains :
1.Insert Job
2.Delete Job
3.Display
4.Exit
Enter your choice :
```