Experiment 2:

Code:

```
#include <stdio.h>
int Q[100], FRONT = -1, REAR = -1, i, n, x, choice;
void insert();
void delete ();
void display();
void main()
    printf("\t Welcome to implementation of queue using array!!\n");
    printf("Enter the size of queue (Maximum size = 100): ");
    scanf("%d", &n);
    {
        printf("\nQueue Operation available: \n");
        printf("\t1.Insert \t2.Delete \t3.Display \t4.Exit \n");
        printf("\nEnter your choice: ");
        scanf("%d",&choice);
        switch (choice)
        {
            insert();
            break;
        case 2:
            delete ();
            break;
        case 3:
            display();
            break;
            printf("Exit: Program Finished!!");
            break;
        default:
            printf("Please enter a valid choice 1, 2, 3, 4 \n");
            break;
    } while (choice != 4);
void insert()
    if (REAR >= n - 1)
    {
       printf("Queue Overflow!\n");
    {
        printf("Enter the element to insert: ");
```

```
scanf("%d",&x);
       REAR++;
       Q[REAR] = x;
       if(FRONT == -1)
            FRONT = 0;
void delete ()
   if (FRONT == -1)
       printf("Queue Underflow!\n");
   {
       printf("The deleted element is: %d \n",Q[FRONT]);
       if(FRONT == REAR)
            FRONT = REAR = -1;
            FRONT++;
/oid display()
   if(REAR < 0)</pre>
       printf("Queue is empty!\n");
   }
   {
       printf("The elements in the Queue are: \n");
       for (i = FRONT; i < n; i++)</pre>
            printf(" %d ",Q[i]);
       printf("\n");
```

Output:

Welcome to implementation of queue using array!! Enter the size of queue (Maximum size = 100): 10 Queue Operation available: 1.Insert 2.Delete 3.Display 4.Exit Enter your choice: 1 Enter the element to insert: 55 Queue Operation available: 1.Insert 2.Delete 3.Display 4.Exit Enter your choice: 1 Enter the element to insert: 66 Queue Operation available: 2.Delete 1.Insert 3.Display 4.Exit Enter your choice: 3 The elements in the Queue are: 55 66 0 0 0 0 0 0 0 0 Queue Operation available: 1.Insert 2.Delete 3.Display 4.Exit

Enter your choice:

4

Exit: Program Finished!!