#include<stdio.h>

void main()

{

int buffer[10], bufsize, in, out, produce, consume,

choice=0; in = 0;

out = 0;

bufsize = 10;

while(choice !=3)

{

printf(“\n1. Produce \t 2. Consume \t3. Exit”);

printf(“\nEnter your choice: ”);

scanf(“%d”,&choice);

switch(choice) {

case 1: if((in+1)%bufsize==out)

printf(“\nBuffer is Full”);

else

{

printf(“\nEnter the value: “);

scanf(“%d”, &produce);

buffer[in] = produce;

in = (in+1)%bufsize;

}

break;

case 2: if(in == out)

printf(“\nBuffer is Empty”);

else

{

consume = buffer[out];

printf(“\nThe consumed value is %d”, consume);

out = (out+1)%bufsize;

}

break;

} }

}

OUTPUT

1. Produce 2. Consume 3. Exit

Enter your choice: 2

Buffer is Empty

1. Produce 2. Consume 3. Exit

Enter your choice: 1

Enter the value: 100

1. Produce 2. Consume 3. Exit

Enter your choice: 2

The consumed value is 100

1. Produce 2. Consume 3. Exit

Enter your choice: 3