

WAP to simulate the working of a circular queue of integers using an array.

Provide the following operations.

a) Insert

b) Delete

c) Display

The program should print appropriate messages for queue empty and queue overflow conditions

CODE:

```
#include<stdio.h>
#include<stdlib.h>
#define QUE_SIZE 3
int item,front=0,rear=-1,q[QUE_SIZE],count=0;
void insertrear()
{
if(count==QUE_SIZE)
{
printf("queue overflow\n");
return;
}
rear=(rear+1)%QUE_SIZE;
q[rear]=item;
count++;
}
int deletefront()
{
if(count==0) return -1;
item=q[front];
front=(front+1)%QUE_SIZE;
count=count-1;
return item;
}
void displayQ()
{
int i,f;
if(count==0)
{
printf("queue is empty\n");
return;
}
f=front;
printf("Contents of queue \n");
for(i=1;i<=count;i++)
{
printf("%d\n",q[f]);
f=(f+1)%QUE_SIZE;
}
}
```

```
}  
void main()  
{  
    int choice;  
  
    for(;;)  
    {  
        printf("\n1:insertrear\n2:deletefront\n3:display\n4:exit\n");  
        printf("enter the choice\n");  
        scanf("%d",&choice);  
  
        switch(choice)  
        {  
            case 1:printf("enter the item to be inserted\n");  
                    scanf("%d",&item);  
                    insertrear();  
                    break;  
            case 2:item=deletefront();  
                    if(item==-1)  
                        printf("queue is empty\n");  
                    else  
                        printf("item deleted =%d\n",item);  
                    break;  
            case 3:displayQ();  
                    break;  
            case 4:exit(0);  
                    break;  
            default:printf("Invalid choice\n");  
        }  
    }  
}
```

## OUTPUT:

### Case 1:Inserting elements and displaying them

```
1:insertrear
2:deletefront
3:display
4:exit
enter the choice
1
enter the item to be inserted
1

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
1
enter the item to be inserted
2

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
1
enter the item to be inserted
3

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
3
Contents of queue
1
2
3
```

### Case 2:Deleting elements and inserting again, then displaying them

```
1:insertrear
2:deletefront
3:display
4:exit
enter the choice
2
item deleted =1

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
1
enter the item to be inserted
4

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
3
Contents of queue
2
3
4
```

### Case 3:Queue overflow condition

```
1:insertrear
2:deletefront
3:display
4:exit
enter the choice
1
enter the item to be inserted
6
queue overflow
```

#### Case 4:Deleting all the elements and Queue empty condition

```
1:insertrear
2:deletefront
3:display
4:exit
enter the choice
2
item deleted =2

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
2
item deleted =3

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
2
item deleted =4

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
2
queue is empty
```

#### Case 5:Invalid choice and exit options

```
1:insertrear
2:deletefront
3:display
4:exit
enter the choice
7
Invalid choice

1:insertrear
2:deletefront
3:display
4:exit
enter the choice
4

Process returned 0 (0x0)   execution time : 62.201 s
Press any key to continue.
```