

LP #3

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

Provide the following operations :

a) Insert Rear

b) Delete Front

c) Display the contents of queue

The program should print the appropriate messages for queue empty and queue full condition.

```
#include <stdio.h>
```

```
#define que_size 3
```

```
int item, front=0, rear=-1, q[10];
```

```
void insertrear()
```

```
{
```

```
if (rear == que_size-1)
```

```
{
```

```
printf("QUEUE OVERFLOW\n");
```

```
return;
```

```
}
```

```
return rear = rear + 1;
```

```
q[rear] = item;
```

```
}
```

```
int deletefront()
```

```
{
```



```
if (front > rear)
{
```

```
    front = 0;
```

```
    rear = -1;
```

```
    return -1;
```

```
}
```

```
return q[front++];
```

```
}
```

```
void displayQ ()
{
```

```
    int i;
```

```
    if (front > rear)
    {
```

```
        printf ("QUEUE IS EMPTY \n");
```

```
        return;
```

```
    }
```

```
    printf ("contents of the queue \n");
```

```
    for (i = front; i <= rear; i++)
```

```
    {
```

```
        printf ("%d \n", q[i]);
```

```
    }
```

```
}
```

```
int main ()
```



```

{
    int choice;
    do
    {
        printf("\n 1. insert rear \n 2. delete front \n 3. display \n 4. 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 is %d \n", item);
                    break;

            case 3: displayQ(); break;
            default: break;
        }
    }
}

```

```
}
```

```
while (choice != 4);
```

```
return 0;
```

```
}
```