Lab - Queue

1.
```
#include <stdio.h>
#include <process.h>
#define Que_size 2
int item, front = 0, rear = -1, q[10];

void insertrear()
{
  if (rear == Que_size - 1)
{
  printf("Queue Overflow\n");
return;
}
rear = rear + 1;
q[rear] = item;
}
int deletefront()
{
  if (front > rear)
{
  front = 0;
  front
  rear = -1;
  return -1;
}
```

```
return q[front++];
}
void display Q()
{
  int i;
  if (front > rear)
  {
  printf("Queue is empty\n");
  return;
  }
  printf("Contents of Queue\n");
  for(i = front; i <= rear; i++)
  {
    printf("%d\n", q[i]);
  }
}
void main()
{
  int choice;
  for(;;)
  {
  printf("\n1: insert rear \n2: delete front
        \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);
           insert rear ();
           break;
  case 2 : item = delete front ();
           if (item == -1){
           printf ("Queue is empty \n");}
           else {
             printf ("item deleted = %d \n",
                      item); }
           break;

  case 3 : display Q ();
           break;
  default : exit (0);
  }
}
```