Practical 8[C]

AIM: Implement a Circular Queue and perform the Queue operations: Enqueue, Dequeue and Print using Menu Driver Program such as 1.Add, 2.Delete and 3.Print and 4.Exit.

Program:-

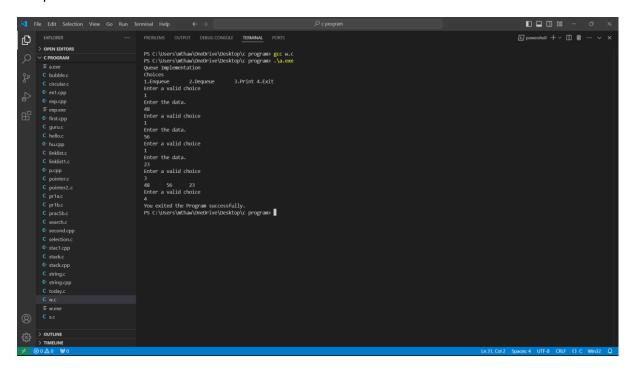
```
#include <stdio.h>
// Creating array Globaly
int Queue[5];
int front = -1, rear = -1, data;
// FUNCTION FOR ENQUEUE
int enqueue()
{
 if((rear + 1) % 5 == front){
   printf("The Queue is Overflow.\n");
 }else if(front == -1 && rear == -1){
   front = 0;
   rear = 0;
   printf("Enter the data.\n");
   scanf("%d", &data);
    Queue[rear] = data;
 }else{
   printf("Enter the data.\n");
   scanf("%d", &data);
   rear = (rear + 1) % 5;
   Queue[rear] = data;
 return 0;
}
// FUNCTION FOR DEQUEUE
int dequeue()
```

```
if(front == -1 && rear == -1 ){
   printf("The Queue is Underflow.\n");
 }else if(front == rear){
    printf("The Queue is Underflow.\n");
   front = rear = -1;
 }else{
    printf("The deleting element is \%d.\n", Queue[front]);\\
   front = (front + 1) % 5;
 }
 return 0;
}
void display()
{
 if (front == -1)
   // Checking the queue is empty or not.
   printf("The Queue is empty so, can not print the element.\n");
 }
 else
 {
   // printing the elements in the Queue
   int i = front;
   while (1)
      printf("%d\t", Queue[i]);
     if (i == rear)
        break; // Stop when we reach the rear
     i = (i + 1) \% 5; // Move to the next index in circular manner
   }
    printf("\n");
}
```

```
// MAIN FUNCTION
int main()
{
 int choice;
 printf("Queue Implementation\n");
 printf("Choices\n1.Enqueue\t2.Dequeue\t3.Print\t4.Exit\n");
 do
 {
   printf("Enter a valid choice\n");
   scanf("%d", &choice);
   switch (choice)
   case 1:
     enqueue();
     break;
    case 2:
     dequeue();
     break;
   case 3:
     display();
     break;
   case 4:
     printf("You\ exited\ the\ Program\ successfully.");
     break;
   default:
     printf("Please enter a valid choice as mention!\n");
     break;
   }
 } while (choice != 4);
```

return 0;

Output:-



Github link :- https://github.com/MayurThaware122/DSA