20BCS042 MOHD ADIL:

PROGRAM 7

```
#include <stdio.h>
#include <stdlib.h>
struct Queue
  int size;
  int front;
  int rear;
  int *Q;
};
void create(struct Queue *q, int size)
{
  q->size = size;
  q->front = q->rear = -1;
  q->Q = (int *)malloc(q->size * sizeof(int));
}
void enqueue(struct Queue *q)
{
  if (q->rear == q->size - 1)
    printf("Queue is Full\n");
  else
    printf("Enter Element : ");
    int n;
    scanf("%d", &n);
    q->rear++;
    q->Q[q->rear] = n;
  }
}
int dequeue(struct Queue *q)
{
```

```
int x = -1;
  if (q->front == q->rear)
    printf("Queue is Empty\n");\\
  else
  {
    q->front++;
    x = q->Q[q->front];
  }
  return x;
}
int isEmpty(struct Queue *q)
{
  if (q->front == q->rear)
    printf("Queue is Empty\n");
  return 1;
  return 0;
}
int isFull(struct Queue *q)
{
  if (q->rear >= q->size - 1)
    printf("Queue is full!\n");
  return 1;
  return 0;
}
void Display(struct Queue q)
{
  int i;
  for (i = q.front + 1; i <= q.rear; i++)
    printf("%d ", q.Q[i]);
  printf("\n");
int main()
```

```
{
  struct Queue q;
  create(&q, 5);
  int choice;
  printf("\n1. Enqueue\n2. Dequeue\n3. Front and Rear Element \n4. Isempty\n5. Isfull\n6. Total no of
element\n7. Display\n8. Exit\n");
  while (1)
    printf("Enter the choice: ");
    scanf("%d", &choice);
    switch (choice)
    case 1:
      enqueue(&q);
      break;
    case 2:
      printf("Dequeued element->%d\n",dequeue(&q));
      break;
    case 3:
      printf("Front Element->%d\n", q.Q[q.front + 1]);
      printf("Rear Element->%d\n", q.Q[q.rear]);
    case 4:
      isEmpty(&q);
      break;
    case 5:
      isFull(&q);
      break;
    case 6:
      printf("Total number of elements->%d\n", q.rear - q.front);
      break;
    case 7:
      Display(q);
      break;
```

```
case 8:
    printf("Exiting...");
    exit(0);
    break;
}
return 0;
}
```

OUTPUT:

```
PS C:\Users\aadil\Desktop\CSE\dsalab> cd "c:\Users\aadil\Desktop\CSE\dsalab\" ; if ($?) { gcc program7.c -o program7 }
1. Enqueue
2. Dequeue
3. Front and Rear Element

    Isempty
    Isfull

6. Total no of element
7. Display
8. Exit
Enter the choice: 4
Queue is Empty
Enter the choice: 1
Enter Element : 1
Enter the choice: 1
Enter Element : 2
Enter the choice: 1
Enter Element : 3
Enter the choice: 1
Enter Element : 4
Enter the choice: 1
Enter the choice: 1
Enter Element: 5
Enter the choice: 5
Queue is full!
Enter the choice: 2
Dequeued element->1
Enter the choice: 3
Front Element->2
Rear Element->5
Rear Element->5
Enter the choice: 6
Total number of elements->4
Enter the choice: 7
2 3 4 5
Enter the choice: 8
Exiting...
PS C:\Users\aadil\Desktop\CSE\dsalab> []
```