

## WEEK 3

### PROGRAM:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define QUE_SIZE 3
int item,front=0,rear=-1,q[10];
void insert()
{
if(rear==QUE_SIZE -1)
{
printf("Queue Overflow \n");
return;
}
rear=rear+1;
q[rear]=item;
}
int delete()
{
if(front>rear)
{
front=0;
rear=-1;
return(-1);
}
return(q[front++]);
}
void display()
{
```

```

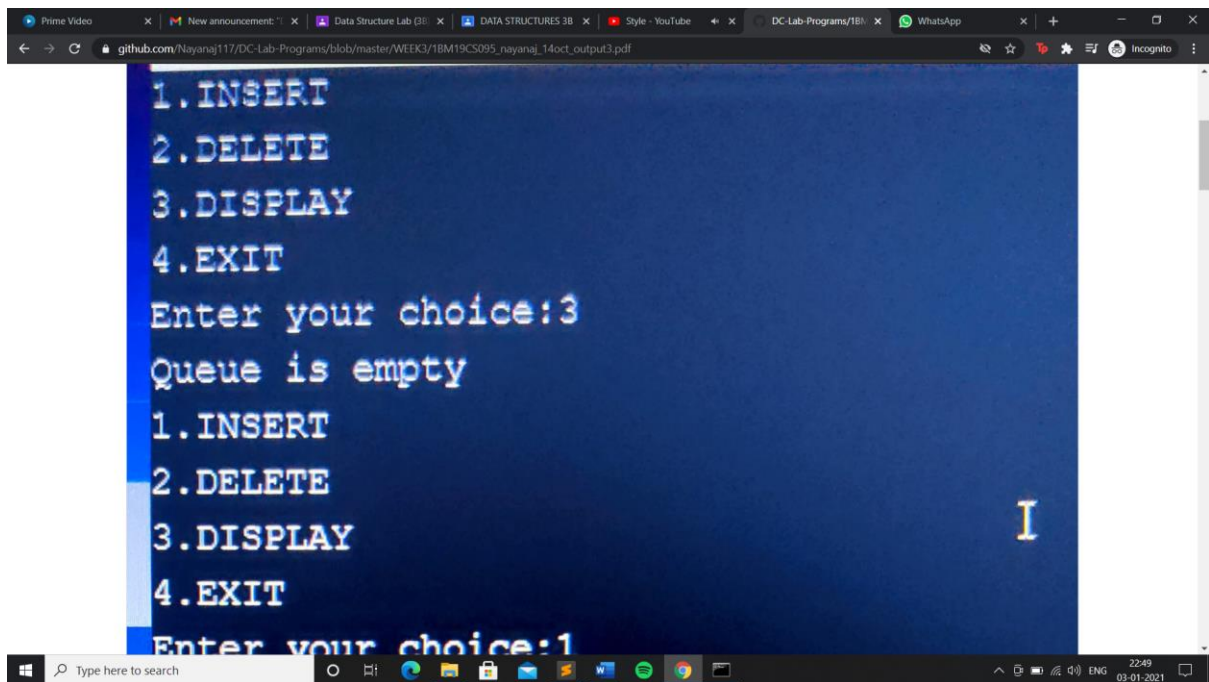
if(front>rear)
{
printf("Queue is empty \n");
return;
}
printf("Contents of queue :\n");
for(int i=front;i<=rear;i++)
printf("%d \n",q[i]);
}

void main()
{
int n;
for(;;)
{
printf("1.INSERT \n2.DELETE \n3.DISPLAY \n4.EXIT\n");
printf("Enter your choice:");
scanf("%d",&n);
switch(n)
{
case 1:printf("Enter item \n");
scanf("%d",&item);
insert();
break;
case 2:item=delete();
if(item==-1)
printf("Queue is empty\n");
else
printf("Deleted item : %d\n",item);
break;
case 3:display();
break;

```

```
        default:exit(0);  
    }  
}  
}
```

## OUTPUT:

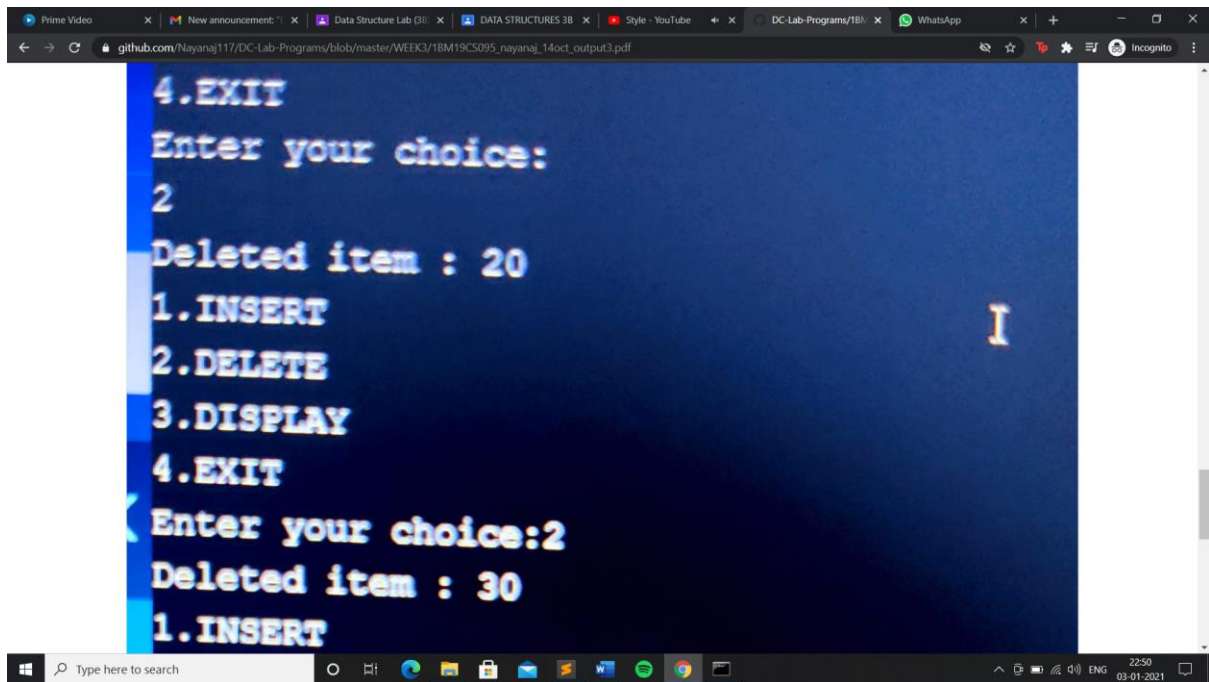


```
Enter your choice:1
Enter item
10
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:1
Enter item
20
1.INSERT
```

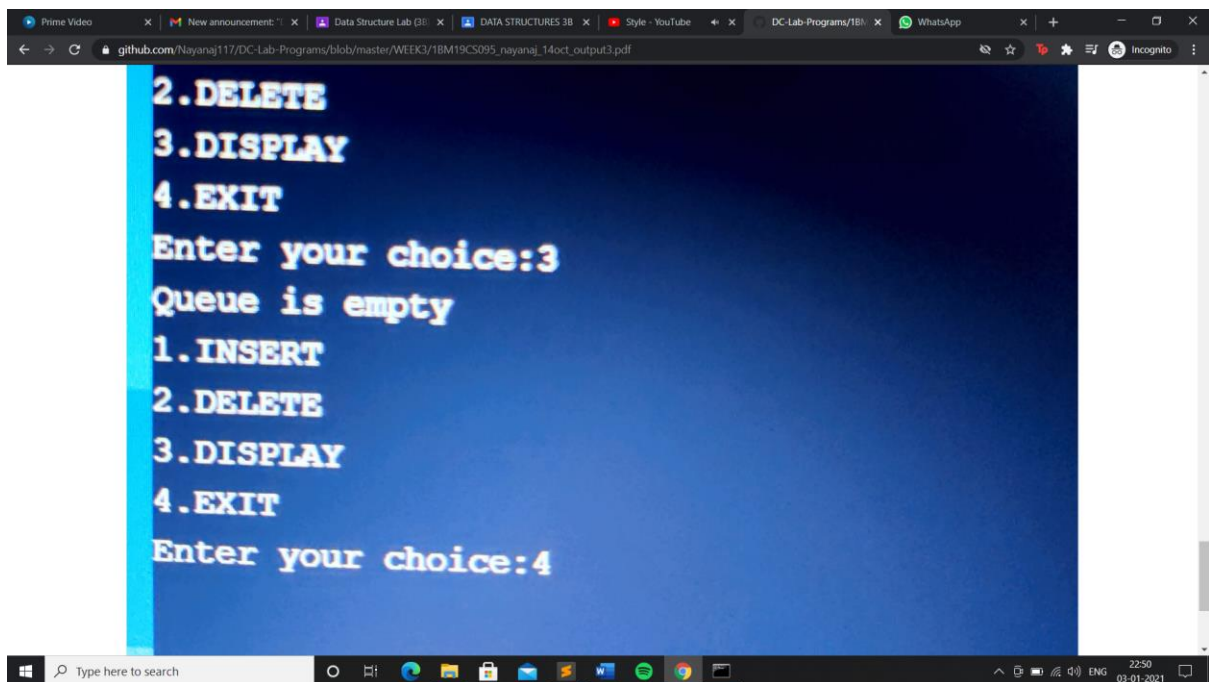
```
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:1
Enter item
30
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:1
```

```
Enter item
40
Queue Overflow
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:3
Contents of queue :
10
20
30
1.INSERT
2.DELETE
3.DISPLAY
```

```
4.EXIT
Enter your choice:2
Deleted item : 10
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:
2
Deleted item : 20
1.INSERT
2.DELETE
3.DISPLAY
```



```
4.EXIT
Enter your choice:
2
Deleted item : 20
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:2
Deleted item : 30
1.INSERT
```



```
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:3
Queue is empty
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice:4
```