

Program:

```
#include <stdio.h>
#include <conio.h>
#include <process.h>
#define Que-size 3
int item, front=0, rear=-1, q[Que-size];

void insertrear()
{
    if (rear == Que-size-1)
    {
        printf("Queue overflow\n");
        return 0;
    }
    rear = rear+1;
    q[rear] = item;
}
```

```

int delfront()
{
    if (front > rear)
    {
        front = 0;
        rear = -1;
        return -1;
    }
}

```

```

return q[front+1];

```

```

}
void display()

```

```

{

```

```

    int i;

```

```

    if (front > rear)
    {

```

```

        printf("Queue underflow");
        return;
    }

```

```

    printf("Contents of queue\n");
    for (i = front; i <= rear; i++)
    {

```

```

        printf("%d\t", q[i]);
    }
}

```

```
int main()
```

```
{
```

```
    int choice;
```

```
    print
```

```
    for (;;)
```

```
    {
```

```
        printf("1: insert\n 2: delete\n 3: display\n 4: exit\n");
```

```
        printf("enter one 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 = deleterear();
```

```
                if (item == -1)
```

```
                    printf("queue empty\n");
```

```
                else
```

```
                    printf("item deleted = %d\n", item);
```

```
                break;
```

can 3: display();

break;

emit(0);

default

}

}

→



1:insertrear 2:deletefront 3:display 4:exit

enter the choice

1

enter the item to be inserted

45

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

1

enter the item to be inserted

67

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

1

enter the item to be inserted

89

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

1

enter the item to be inserted

90

queue overflow

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

3

contents of queue

45

67

89

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

2

item deleted=45

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

2

item deleted=67

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

3

contents of queue

89

1:insertrear 2:deletefront 3:display 4:exit

enter the choice

Syntax.

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

```
#include <stdlib.h>
```

```
#include
```

```
#define que-size 3
```

```
int item, front = 0, rear = -1, q[que-size], count
```

```
void insertrear()
```

```
{
```

```
if (count == que-size)
```

```
{
```

```
printf("Que overflow");
```

```
return;
```

```
}
```

```
rear = (rear + 1) % que-size;
```

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

```
count++;
```

```
}
```

```
int deletefront()
```

```
{
```

```
if (count == 0) return -1;
```

```
item = q[front];
```

```
front = (front + 1) % que - size;  
count = count - 1;  
return item;
```

```
}
```

```
void display Q()
```

```
{
```

```
int i;
```

```
if (count == 0)
```

```
{
```

```
printf("Queue is empty\n");
```

```
return;
```

```
}
```

```
i = front;
```

```
printf("Contents of queue\n");
```

```
for (i = 1; i <= count; i++)
```

```
{
```

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

```
i = (i + 1) % que - size;
```

```
}
```

```
}
```

```
void main() {
```

```
int choice;
```

```
for (;;) {
```

```
printf("\n 1. insert & 2. delete  
3. display & 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 = %d\n", item);  
        break;
```

```
case 3: display();  
        break;
```

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

```
}
```

```
}
```

```
}
```


- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 1

Enter the item to be inserted :45

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 1

Enter the item to be inserted :78

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 1

Enter the item to be inserted :9

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 3

contents of queue

45
78
9

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 2

item deleted is 45

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice : 3

contents of queue

78
9

- 1.Insert rear
- 2.Delete front
- 3.Display
- 4.exit

Enter the choice :

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

```
#include <conio.h>
```

```
#include <process.h>
```

```
int f = 0, r = -1, ch;
```

```
int item, q[10];
```

```
int isfull()
```

```
{
```

```
    return (r == qsize - 1) ? 1 : 0;
```

```
}
```

```
int isempty (int f, int r)
```

```
{
```

```
    return (f > r) ? 1 : 0;
```

```
}
```

```
void insert - rear()
```

```
{
```

```
    if (isfull())
```

```
    {
```

```
        printf ("queue overflow\n");
```

```
        return;
```

```
    }
```

```
    r = r + 1;
```

```
    q[r] = item;
```

```
}
```

void delet-front()

```
{  
    if (isEmpty())  
    {  
        printf("Queue empty\n");  
        return;  
    }  
}
```

```
else if (f == 0) &&  
printf("Front deleted is %d\n", q[f++]);
```

```
if (f > r)
```

```
{  
    f = 0;
```

```
    r = -1;
```

```
}
```

```
}
```

void display()

```
{  
    int i;
```

```
    if (isEmpty())
```

```
    {  
        printf("Queue empty\n");  
        return;  
    }
```

```
    for (i = 0; i <= r; i++)  
        printf("%d\n", q[i]);
```

```
}
```

```
int main()
```

```
{
```

```
for (;;) {
```

```
    printf("1. insert - rear\n 2. insert - front\n 3. del  
    rear\n 4. delete - front\n 5. display  
    6. exit\n");
```

```
    printf("enter ch: ");
```

```
    scanf("%d", &ch);
```

```
    switch(ch)
```

```
    {
```

```
        case 1: printf("enter item: ");
```

```
                scanf("%d", &item);
```

```
                insert - rear();
```

```
                break;
```

```
        case 2: printf("enter the item: ");
```

```
                scanf("%d", &item);
```

```
                insert - front();
```

```
                break;
```

case 3: delete - rear(1);
break;

case 4: delete - front(1);
break;

default: emit(0);

}

}

}


```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

10

```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

20

```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

30

```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

40

```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

50

```
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
```

enter choice

1

enter the item

60

queue overflow

```
1.insert_rear
2.insert_front
```



```
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
5
10
20
30
40
50
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
4
item deleted is 10
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
4
item deleted is 20
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
3
item deleted is 50
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
5
30
40
1.insert_rear
2.insert_front
3.delete_rear
4.delete_front
5.display
6.exit
enter choice
```