

```

//circular queue
#include <stdio.h>
#include <stdlib.h>
#define max 10
int rear=-1;
int front=-1;
int q[max];
int isfull()
{
    if(front==rear+1 || front==0 && rear==max-1)
        return 1;
    return 0;
}
int is_empty()
{
    if(front== -1 && rear== -1)
        return 1;
    return 0;
}
void enqueue(int x)
{
    if(isfull())
    {
        printf("overflow\t");
    }
    else if(front== -1 && rear== -1)
    {
        front=0;
        rear=0;
    }
}

```

```

else
{
    rear=(rear+1)%max;
}
q[rear]=x;

}

int dequeue()
{
    int vlaue=-1;
    if(is_empty())
    {
        printf("underflow\t");
        return -1;
    }
    else
    {
        vlaue=q[front];
        if(front==rear)
        {
            front=-1;
            rear=-1;
        }
        else{
            front=(front+1)%max;
        }
        return vlaue;
    }
}

```

```

void display()
{
    int i;
    if(is_empty())
    {
        printf("underflow\t");

    }
    else
    {
        printf("elements are:");
        for( i=front;i!=rear;i=(i+1)%max)
        {
            printf("%d\t",q[i]);
        }
        printf("%d",q[i]);
    }
}

void main()
{
    int c,no,x;

    while(1)
    {
        printf("enter 1 for insert 2 for delete 3 for display 4 for exit\n");
        printf("enter the choice:");
        scanf("%d",&c);
        switch (c)
        {
            case 1:
                printf("enter the no:");

```

```
scanf("%d",&no);
enqueue(no);

break;
case 2:x=dequeue();
    if (x!=-1)
    {
        printf("%d is popped\n",x);
    }
    break;
case 3:display();
    break;
case 4:exit(0);
    // break;

default:printf("invalid\n");
    break;
}
}
}
```

Output

```
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:1
enter the no:11
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:1
enter the no:12
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:3
elements are:11 12enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:2
11 is popped
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:2
12 is popped
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:2
underflow      enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:3
underflow      enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:4
```