

Circular Queue

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#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=0;
    q->Q=(int *)malloc(q->size*sizeof(int));
}

void enqueue(struct Queue *q, int x)
{
    if((q->rear+1)%q->size==q->front)
        printf("Queue is Full");
    else
    {
        q->rear=(q->rear+1)%q->size;
        q->Q[q->rear]=x;
    }
}

int dequeue(struct Queue *q)
{
    int x=-1;

    if(q->front==q->rear)
        printf("Queue is Empty\n");
    else
```

```

    {
        q->front=(q->front+1)%q->size;
        x=q->Q[q->front];
    }
    return x;
}

void Display(struct Queue q)
{
    int i=q.front+1;

    do
    {
        printf("%d ",q.Q[i]);
        i=(i+1)%q.size;
    }while(i!=(q.rear+1)%q.size);

    printf("\n");
}

int main()
{
    struct Queue q;
    create(&q,5);

    enqueue(&q,10);
    enqueue(&q,20);
    enqueue(&q,30);
    enqueue(&q,40);
    enqueue(&q,50);
    enqueue(&q,60);

    Display(q);

    printf("%d ",dequeue(&q));

    return 0;
}

```

