

### Program 3 (Linear queue)

```
#include <stdio.h>
#include <stdlib.h>
#define QUE_SIZE 1
int item, front = 0, rear = -1, q[10];
void insertrear()
{ if (rear == QUE_SIZE - 1)
{ printf("queue overflow\n");
return;
} rear = rear + 1;
q[rear] = item;
}
int deletefront()
{ if (front > rear)
{ front = 0;
rear = -1;
return -1;
} return q[front++];
}
void displayQ()
{ int i;
if (front > rear)
{ printf("contents of queue\n");
printf("queue is empty\n");
return;
} printf("contents of queue\n");
```

```

for (i = front; i <= rear; i++)
{ printf("%d\n", q[i]);
} } int main()
{ int choice;
  for (;;)
  { printf("1: insertrear 2: deletefront 3: display\n");
    printf("enter the choice\n");
    scanf("%d", &choice);
    switch (choice)
    { case 1: printf("enter the item\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);
    }
  }
}

```



output:

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

enter the choice: 1

~~1. insert~~ enter the item: 10

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

enter the choice: 1

enter the item: 20

queue overflow

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

enter the choice: 3

contents of queue: 10

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

enter the choice: 2

item deleted = 10

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

enter the choice: 4

[Program finished]