

Data Structures - Lab 4

1. Circular Queue

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

void insertrear()
{
    if (count == que_size)
    {
        printf("queue 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 displayq()
{
    int i, f;
    if (count == 0)
```

```
{
```

```
    printf ("queue is empty");
    return;
```

```
}
```

```
    f = front;
```

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

```
    for (i=0; i < count; i++)
```

```
{
```

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

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

```
}
```

```
}
```

```
void main()
```

```
{
```

```
    int choice;
```

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

```
        printf ("1. Insert rear \n 2. delete front \n 3. Display \n 4. exit \n");
```

```
        printf ("enter the choice: ");
```

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

```
        switch (choice)
```

```
        {
```

```
            case 1: printf ("enter the item to be inserted: ");
```

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

```
                break;
```

```
            case 2: item = deletefront ();
```

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

```
                {
```

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

```
                } else printf ("item deleted is %d \n", item);
```

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

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

```
        getch (); }
```

Double ended Queue

```

#include <stdio.h>
#include <stdlib.h>
#include <process.h>
#define que_size 5
int f=0, r=-1, ch;
int item, q[10];
int isfull()
{
    return (r == q_size - 1) ? 1 : 0;
}

int isempty()
{
    return (f > r) ? 1 : 0;
}

void insert_rear()
{
    if (isfull())
    {
        printf("queue overflow\n");
        return;
    }
    r = r + 1;
    q[r] = item;
}

void delete_front()
{
    if (isempty())
    {
        printf("queue is empty\n");
        return;
    }
    printf("item deleted is %d\n", q[(f)++]);
    if (f > r)

```



```

{ f = 0; r = -1;
}

void insert_front()
{ if (f != 0)
    { f = f - 1;
      q[f] = item;
      return;
    }
    else if ((f == 0) && (r == -1))
    { q[++(r)] = item;
      return;
    }
    else printf("Insertion not possible \n");
}

void delete_rear()
{ if (isempty())
    { printf("queue is empty \n");
      return;
    }
    printf("item deleted is %d \n", q[(r) - 1]);
    if (f > r)
    { f = 0; r = -1; }
}

void display()
{ int i;
  if (isempty())
  { printf("queue empty \n");
    return;
  }
  for (i = f; i <= r; i++)
    printf("%d \n", q[i]);
}

void main()
{

```

```
for (;;)
{
    printf ("1. insert_rear \n 2. insert front \n 3.
    delete_rear \n 4. delete front \n 5. display \n 6. exit
    \n");
    printf ("enter choice \n");
    scanf ("%d", &ch);
    switch (ch)
    {
        case 1: printf ("enter the item \n");
                scanf ("%d", &item);
                insert_rear ();
                break;
        case 2: printf ("enter the item \n");
                scanf ("%d", &item);
                insert_front ();
                break;
        case 3: delete_rear ();
                break;
        case 4: delete_front ();
                break;
        case 5: display ();
                break;
        default : exit (0);
    }
}
```