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## ➤ **Laboratory Assignment #7**

## **A.IMPLEMENTATION OF CIRCULAR QUEUE OPERATIONS LIKE ENQUEUE(), DEQUEUE() AND DISPLAY() USING ARRAY.**

**Ans:**

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 5
int CQ[MAX];
int rear=-1;
int front=-1;
void enQueue(int x) {
    if((rear+1)%MAX == front) {
        printf("Queue is Full");
        return;
    }
    if(front==-1)
        front=0;
    rear = (rear+1)%MAX;
    CQ[rear] = x;
}

int deQueue(){
    int x;
    if(front==-1){
        printf("\n Queue is Empty");
        return -1;
    }
```

```
x = CQ[front];
if(rear==front){
    rear = front = -1;
}
else{
    front = (front + 1)%MAX;
}
return x;
}

void displayCQ() {
    int i;
    for(i=front;i!=rear;i=(i+1)%MAX){
        printf("%d ", CQ[i]);
    }
    printf("%d ", CQ[i]);
}

int main()
{
    int x, p;
    while(1){
        printf("\n Press 1 to insert an element");
        printf("\n Press 2 to delete an element");
        printf("\n Press 3 to display elements");
        printf("\n Press 4 to exit");
        printf("\n ENTER THE OPERATION : ");
        scanf("%d",&x);
        switch(x){
```

```

        case 1: printf("\n Enter an element to insert:");
                scanf("%d",&p);
                enqueue(p);
                break;
        case 2: p = dequeue();
                if(front >= -1 && p!=-1)
                        printf("\n The deleted element is %d",p);
                break;
        case 3: displayCQ();
                break;
        case 4: exit(0);
    }
}
}

```

## ***OUTPUT =>***

Press 1 to insert an element

Press 2 to delete an element

Press 3 to display elements

Press 4 to exit

ENTER THE OPERATION : 1

Enter an element to insert:11

Press 1 to insert an element

Press 2 to delete an element

Press 3 to display elements

Press 4 to exit

**ENTER THE OPERATION : 1**

**Enter an element to insert:22**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 1**

**Enter an element to insert:33**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 1**

**Enter an element to insert:44**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 1**

**Enter an element to insert:55**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 1**

**Enter an element to insert:66**

**Queue is Full**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**The deleted element is 11**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**The deleted element is 22**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**The deleted element is 33**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**The deleted element is 44**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**The deleted element is 55**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

**Press 4 to exit**

**ENTER THE OPERATION : 2**

**Queue is Empty**

**Press 1 to insert an element**

**Press 2 to delete an element**

**Press 3 to display elements**

Press 4 to exit

ENTER THE OPERATION : 4

-----

Process exited after 24.84 seconds with return value 0

Press any key to continue . . .

## **B.IMPLEMENTATION OF DOUBLE ENDED QUEUE OPERATIONS LIKE REARADD(), FRONTDEL(), REARDEL() AND FRONTADD() USING ARRAY.**

**Ans:**

```
#include<stdio.h>
#include<conio.h>
#define MAX 5
int dq[MAX];
int front=0, rear=-1;
int choice;
void dadd_rear (int num){
    if (rear==(MAX-1)){
        printf("\n You Cannot be inserted");
        return;
    }
    rear++;
    dq[rear]=num;
}
void dadd_front (int num){
    if (front==0){
        printf ("\n You Cannot be inserted");
```



```
        return;
    }
    front--;
    dq[front] = num;
}

int ddel_front (){
    int num;
    if (front>rear){
        printf ("\n UNDER FLOW");
        return (0);
    }
    num=dq[front];
    front++;
    return num;
}

int ddel_rear(){
    int num;
    if (front>rear){
        printf ("\n UNDER FLOW");
        return (0);
    }
    num=dq[rear];
    rear--;
    return num;
}

void ddisplay(){
```

```
int i;
if (front<=rear){
    printf ("\n Elements of double ended queue:");
    for (i=front; i<=rear; i++)
        printf ("%d ", dq[i]);
}
else
    printf ("\n Queue is empty");
    return;
}

main (){
    int n, p;
    while(1){
        printf ("\n Press 1 to insert at the REAR end in a queue:");
        printf ("\n Press 2 to delete at the FRONT end from a
queue:");
        printf ("\n Press 3 to insert at the FRONT end in a queue:");
        printf ("\n Press 4 to delete at the REAR end from a
queue:");
        printf ("\n Press 5 to display double ended queue");
        printf ("\n Press 6 to exit");
        printf ("\n Enter your choice:");
        scanf ("%d", &n);
        switch (n){
            case 1:
                printf ("\n Enter the element to be inserted:");
                scanf ("%d", &p);
                dadd_rear(p);
```

```

        break;
    case 2:
        p=ddel_front ();
        printf ("\n Deleted element is %d",p);
        break;
    case 3:
        printf ("\n Enter the element to be inserted:");
        scanf ("%d",&p);
        dadd_front(p);
        break;
    case 4:
        p=ddel_rear();
        printf ("\n Deleted element is %d",p);
        break;
    case 5:
        ddisplay();
        break;
    case 6: break;
    default : printf ("\n Wrong choice");
}
}
}

```

## **OUTPUT =>**

Press 1 to insert at the REAR end in a queue:

Press 2 to delete at the FRONT end from a queue:

Press 3 to insert at the FRONT end in a queue:

Press 4 to delete at the REAR end from a queue:

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:1**

**Enter the element to be inserted:11**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:3**

**Enter the element to be inserted:22**

**You Cannot be inserted**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:1**

**Enter the element to be inserted:22**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:1**

**Enter the element to be inserted:33**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:1**

**Enter the element to be inserted:44**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:5**

**Elements of double ended queue:11 22 33 44**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:4**

**Deleted element is 44**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:2**

**Deleted element is 11**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:5**

**Elements of double ended queue:22 33**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:2**

**Deleted element is 22**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:5**

**Elements of double ended queue:33**

**Press 1 to insert at the REAR end in a queue:**

**Press 2 to delete at the FRONT end from a queue:**

**Press 3 to insert at the FRONT end in a queue:**

**Press 4 to delete at the REAR end from a queue:**

**Press 5 to display double ended queue**

**Press 6 to exit**

**Enter your choice:6**

-----  
**Process exited after 16.84 seconds with return value 0**

**Press any key to continue . . .**