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SE-C Comp,Viit,Pune

***CODE:***

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#include<iostream>

#include<exception>

using namespace std;

class FullQueueException:public exception{

public:

const char\* what()const throw(){

return "FullQueueException";

}

};

class EmptyQueueException:public exception{

public:

const char\*what()const throw(){

return "EmptyQueueException";

}

};

#define SIZE 5

class Queue{

private:

int \*arr;

int elements;

int head,tail;

public:

Queue(){

arr=new int[SIZE];

elements=0;

head=tail=0;

}~Queue(){

delete []arr;arr=NULL;

cout<<"Queue Destructed\n";

}

bool isEmpty(){

return elements==0;

}

bool isFull(){

return elements==SIZE;

}

int deQueue();

void enQueue(int element);

void printQueue();

};

void Queue::enQueue(int element){

if(!isFull()){

arr[tail]=element;

tail=(tail+1)%SIZE;

elements++;

}else throw FullQueueException();

}

int Queue::deQueue(){

if(!isEmpty()){

int element=arr[head];

head=(head+1)%SIZE;

elements--;

return element;

}else throw EmptyQueueException();

}

void Queue::printQueue(){

int printer=head,iterations=elements;

if(iterations!=0)

while(iterations--){

cout<<arr[printer]<<" ";

printer=(printer+1)%SIZE;

}

else cout<<"Empty Queue";

cout<<endl;

}

void printMenu(){

cout<<"1)EnQueue element\t";

cout<<"2)DeQueue element\t";

cout<<"3)Print Queue\t";

cout<<"4)Exit\nChoice : ";

}

int main(){

{

Queue q;

int choice,element;

printMenu();

do{

cout<<endl;cin>>choice;

switch(choice){

case 1:{

cout<<"Enter Task No ";cin>>element;

try{

q.enQueue(element);

}catch(FullQueueException& e){

cout<<e.what()<<" was thrown\n";

}break;

}

case 2:{

try{

element = q.deQueue();

cout<<"Task "<<element<<" was deQueued\n";

}catch(EmptyQueueException& e){

cout<<e.what()<<" was thrown\n";

}

break;

}

case 3:{

q.printQueue();break;

}

case 4:{break;}

}

}while(choice!=4);

}

return 0;

}

***Output:***

