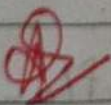


LAB PROGRAM (QUEUE)

Write a program to simulate working of a queue of integers using an array. Provide the following operation: Insert, Delete, Display, print appropriate messages for queue empty and queue overflow condition.

~~Rsanda \ code~~

1. define size of queue and set front and rear as -1
2. To insert check if $\text{rear} = \text{size} - 1$ if yes then stack overflow otherwise increment value of rear by 1 and insert the element in rear.
3. To delete check if $\text{front} = -1$ or $\text{front} > \text{rear}$ if yes then print stack underflow otherwise increment value of front by 1.
4. To display iterate and print through a loop in the array.
5. Use switch case in a loop to call appropriate function.



```
#include <stdio.h>
#define SIZE 5

int queue[SIZE];
int front = -1, rear = -1;
```

```
void enqueue(int value)
{
    if (rear == SIZE - 1)
    {
        printf("Queue Overflow\n");
        return;
    }
    if (front == -1)
    {
        front = 0;
    }
    rear++;
    queue[rear] = value;
    printf("Inserted %d\n", value);
}
```

```
void dequeue
{
    if (front == -1 || front > rear)
    {
        printf("Queue Underflow\n");
        return;
    }
    printf("Deleted %d\n", queue[front]);
    front++;
    if (front > rear)
    {
        front = rear = -1;
    }
}
```

```
void display()
{
    if (front == -1)
    {
        printf("Queue is empty\n");
        return;
    }
    printf("Queue elements ->");
    for (int i = front; i <= rear; i++)
    {
        printf("%d", queue[i]);
    }
    printf("\n");
}
```

```
int main()
{
    int choice, value;
    printf("\n Options Available : \n");
    printf("1. En Queue\n 2. De Queue\n 3. Display\n 4. Exit\n");
    while (1)
    {
        printf("-----\n");
        printf("Enter your choice : ");
        scanf("%d", &choice);

        switch (choice)
        {
            case 1:
                printf("Enter value to insert:");
                scanf("%d", &value);
                enqueue(value); break;
        }
    }
}
```



```

case 2:
    dequeue();
    break;
case 3:
    display(1);
    break;
case 4:
    printf("Exiting program.\n");
    return 0;
default:
    printf("Invalid choice.");
}
return 0;
}

```

Output

Options Available

1. En Queue
2. De Queue
3. Display
4. Exit

Enter your choice: 3

Queue is empty

Enter your choice: 2

Queue Underflow

Enter your choice: 1

Enter value to insert: 21

Inserted 21

Enter your choice: 1

Enter value to insert: 22

Inserted 22

Enter your choice: 1

Enter value to insert: 23

Inserted 23

Enter your choice: 1

Enter value to insert: 24

Inserted 24

Enter your choice: 1

Enter value to insert: 25

Inserted 25

Enter your choice: 1

Enter value to insert: 26

Queue Overflow

Enter your choice: 2

Deleted 21

Enter your choice: 3

Queue element: 23 24 25

Enter your choice: 4

Exiting Program

Options Available:

1. EnQueue
2. DeQueue
3. Display
4. Exit

Enter your choice: 3

Queue is empty.

Enter your choice: 2

Queue Underflow

Enter your choice: 1

Enter value to insert: 21

Inserted 21

Enter your choice: 1

Enter value to insert: 22

Inserted 22

Enter your choice: 1

Enter value to insert: 23

Inserted 23

Enter your choice: 1

Enter value to insert: 24

Inserted 24

Enter your choice: 1

Enter value to insert: 25

Inserted 25

Enter your choice: 1

Enter value to insert: 26

Queue Overflow

Enter your choice: 2

Deleted 21

Enter your choice: 2

Deleted 22

Enter your choice: 3

Queue elements: 23 24 25

Enter your choice: 4

Exiting program.