



Theory:

Why circular queue?

In a normal queue data structure, we can insert elements until queue become full but once if queue becomes full, we can't insert the next elements will all the elements are deleted from the queue. For example consider the queue below After inserting all the elements into the queue

Queue is full

25	30	51	60	85	45	88	90	75	95
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↑
front

Now consider the following situation after deleting three elements from the queue.

Queue is Full (Even three elements are deleted)

			80	85	45	88	90	75	95
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↑ front

↑ rear

This situation also, says that queue is full and we can't insert the new element because 'rear' is still at last position. In above situation, even though we have empty positions in the queue of them insert new element. This is the major problem in normal queue data structure to overcome this problem we use circular queue data structure.

• What is circular queue?

In q. n

A circular queue can be defined as follows

Circular queue is a linear data structure in which

the operations are performed based on FIFO

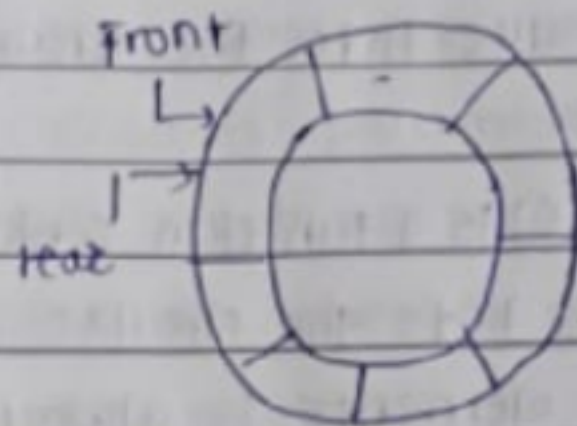
(First In First out)

principle and the last position is connected back to

the first position to make a circle.

Graphical representation of a circular queue is

as follows



Implementation of circular queue.

To implement a circular queue data structure using array, we first perform the following steps before we implement actual operations

Step 1: Include all the header files which are used in the program and define a constant 'SIZE' with specific value



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Algorithm:

1. set Front and Rear to -1;
2. set the maximum size of the circular queue
3. Creates an array 'eq' of size Max, SIZE
4. End.

Display:

- 1: If Front is -1
 - 1.1: print "queue is empty".
 - 1.2: Return
2. set i to front
3. Repeat until i is not equal to Rear
 - 3.1: print eq[i]
 - 3.2: Increment i by 1.
 - 3.3: set i to (i-1) Max-SIZE,
4. print eq[Rear]
5. End.

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Flowchart:

