

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Underflow!,empty queue cannot delete
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 1
enter the item to insert:
```

```
6
inserted 6 into the queue
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 1
enter the item to insert:
```

```
7
inserted 7 into the queue
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 1
enter the item to insert:
```

```
8
inserted 8 into the queue
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 1
Overflow!, cannot insert the element
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 3
```

```
The queue elements are:678
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 2
Deleted 6 from the queue
```

```
--- queue operations ---
1. Insert
2. Delete
3. Display
4. Exit
```

```
Enter your choice: 4
```

```
Process returned 0 (0x0)   execution time : 81.944 s
Press any key to continue.
```

Lab Program 3

a) WAP To simulate the working of a queue of integers using an array. Provide the following operations: Insert, Delete, display. The program should print appropriate message for queue empty and queue overflow conditions.

```
#include <stdio.h>
#include <stdlib.h>
#define N 5
int queue[N];
int front = -1, rear = -1;

void enqueue() {
    int item;
    if (rear == N-1) {
        printf("Overflow!, Cannot insert item");
        return;
    }
    printf("Enter the element to insert: ");
    scanf("%d", &item);
    if (front == -1)
        front = 0;
    rear++;
    queue[rear] = item;
    printf("Inserted %d into the queue.\n", item);
}

void dequeue() {
    if (front == -1 || front > rear) {
        printf("Empty stack! cannot delete");
        return;
    }
    printf("Deleted element: %d\n", queue[front]);
    front++;
    if (front > rear) {
        front = rear = -1;
    }
}
```

```
#include <stdio.h>
void display() {
    if (front < rear)
        printf("Queue is empty\n");
    else
        printf("Queue is not empty\n");
}

int main() {
    int choice;
    while(1) {
        printf("1. Insert\n");
        printf("2. Delete\n");
        printf("3. Display\n");
        printf("4. Exit\n");
        scanf("%d", &choice);
        switch(choice) {
            case 1:
                enqueue();
                break;
            case 2:
                dequeue();
                break;
            case 3:
                display();
                break;
            case 4:
                return 0;
            default:
                printf("Invalid choice\n");
        }
    }
}
```

degrees using an
Delete, display
for queue

```
#
void display() {
    if (front == -1) {
        printf("In Queue is empty, nothing to display\n");
        return;
    }
    printf("Queue elements are : ");
    for (int i = front; i <= rear; i++)
        printf("%d ", queue[i]);
    printf("\n");
}

int main()
{
    int choice;
    while(1) {
        printf("---queue operations ---");
        printf("\n 1. Insert");
        printf("\n 2. Delete");
        printf("\n 3. Display");
        printf("\n 4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        switch(choice) {
            case 1:
                enqueue();
                break;
            case 2:
                dequeue();
                break;
            case 3:
                display();
                break;
            case 4:
                exit(0);
            default:
                printf("Invalid input! try again");
        }
        printf("\n");
    }
}
```

OP --- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 2

Underflow! Empty queue cannot delete

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the item to insert: 6
inserted 6 into the queue.

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the item to insert: 7
inserted 7 into the queue.

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Enter the item to insert: 8
inserted 8 into the queue.

--- queue operation ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 1

Overflow, cannot insert the element

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 3

The queue elements are: 6 7 8

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 2

Deleted 6 from the queue.

--- queue operations ---

1. Insert
2. Delete
3. Display
4. Exit

Enter your choice: 4

Pseudocode

Void enqueue()

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} printf("0

return;

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Pseudocode

```
Void enqueue(int item;  
{ if (rear == N-1)  
  { printf("overflow")  
    return;  
  }  
  printf("Enter the item to insert")  
  scanf("%d", & item)  
  if (front == -1)  
    front = 0;  
  rear++;  
  queue[rear] = item;  
}
```

```
void deque()  
{ if (front == -1 & front > rear)  
  printf("underflow")  
  
  front++;  
  if (front > rear)  
    front = rear = -1;  
}
```

```
void display()  
{ if (front == -1)  
  printf("Empty queue");  
  printf("Queue elements are");  
  for (int i = front; i <= rear; i++)  
    Print printf("%d", queue[i]);
```

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