// Circular queue

```
#include<stdio.h>
#include<stdlib.h>
#include<process.h>
#define que_size 3
int item,front=0,rear=-1,q[que_size],count=0;
void insertrear()
{
        if(count==que_size)
        {
                printf("queue overflow");
                return;
        }
        rear=(rear+1)%que_size;
        q[rear]=item;
        count++;
}
int deletefront()
{
        if(count==0) return -1;
        item = q[front];
        front=(front+1)%que_size;
        count=count-1;
        return item;
}
void displayq()
{
        int i,f;
        if(count==0)
        {
```

```
printf("queue is empty");
                return;
        }
        f=front;
        printf("contents of queue \n");
        for(i=0;i<=count;i++)</pre>
        {
                printf("%d\n",q[f]);
                f=(f+1)%que_size;
        }
}
void main()
{
        int choice;
        for(;;)
        {
                printf("\n1.Insert rear \n2.Delete front \n3.Display \n4.exit \n ");
                printf("Enter the choice : ");
                scanf("%d",&choice);
                switch(choice)
                {
                         case 1:printf("Enter the item to be inserted :");
                             scanf("%d",&item);
                             insertrear();
                             break;
                         case 2:item=deletefront();
                                   if(item==-1)
                                   printf("queue is empty\n");
                                   else
                                   printf("item deleted is %d \n",item);
                                   break;
```

```
case 3:displayq();
                                                                                                       break;
                                                        default:exit(0);
                                                 }
                        }
                        getch();
}
C:\Users\Samarth\Desktop\cqueue.exe
1.Insert rear
2.Delete front
3.Display
4.exit
Enter the choice : 1
Enter the item to be inserted :3
 1.Insert rear
2.Delete front
3.Display
4.exit
Enter the choice : 1
Enter the item to be inserted :2
1.Insert rear
2.Delete front
3.Display
4.exit
Enter the choice : 2
item deleted is 3
1.Insert rear
2.Delete front
3.Display
4.exit
Enter the choice : 3
contents of queue
  1.Insert rear
2.Delete front
3.Display
4.exit
Enter the choice : 4
    rocess exited after 52.64 seconds with return value 0 ress any key to continue . . .
```

//LINEAR QUEUE

```
#include<stdio.h>
#include<stdlib.h>
#define QUE_SIZE 3
int item,front=0,rear=-1,q[10];
void insertrear()
{if(rear==QUE_SIZE-1)
{
          printf("queue overflow\n");
          return;
```

```
}
rear=rear+1;
q[rear]=item;
}int deletefront()
{if (front>rear)
{front=0;
rear=-1;
return -1;
}return q[front++];
}void displayQ()
{int i;
if (front>rear)
{
       printf("queue is empty\n");
       return;
}
printf("contents of queue\n");
for(i=front;i<=rear;i++)</pre>
{
       printf("%d\n",q[i]);
}}
int main()
{
       int choice;
       for(;;)
       {
               printf("1:insertrear 2:deletefront 3:display 4:exit\n");
               printf("enter the choice\n");
               scanf("%d",&choice);
```

```
switch(choice)
{
       case 1:printf("enter the item to be inserted\n");
       scanf("%d",&item);
       insertrear ();
       break;
       case 2:item=deletefront();
       if(item==-1)
       printf("queue is empty\n");
       else
       printf("item deleted=%d\n",item);
       break;
       case 3:displayQ();
       break;
       default:exit (0);
}
```

}

```
1:insertrear 2:deletefront 3:display 4:exit
enter the choice
enter the item to be inserted
10
1:insertrear 2:deletefront 3:display 4:exit
enter the choice
enter the item to be inserted
1:insertrear 2:deletefront 3:display 4:exit
enter the choice
item deleted=10
1:insertrear 2:deletefront 3:display 4:exit
enter the choice
contents of queue
1:insertrear 2:deletefront 3:display 4:exit
enter the choice
Process exited after 14.02 seconds with return value 0
Press any key to continue . . .
```