LAB 03 QUEUE OPERATIONS

Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 1 Element to Enque: 1 Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 1 Element to Enque: 2 Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 3 Element at front: 1

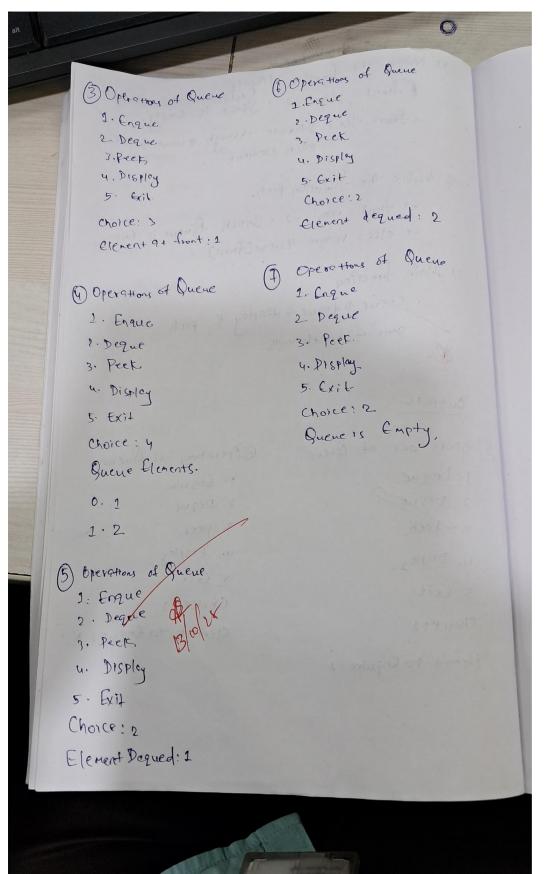
Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 4 Queue Elements 0. 1 1. 2 Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 2 Element Dequeued: 1 Operations of Queue 1. Enque 2. Deque 3. Peek 4. Display 5. Exit Choice: 2 Element Dequeued: 2

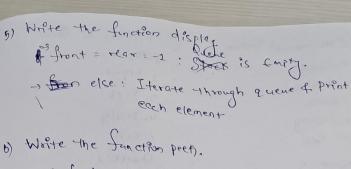
Operations of Queue

- 1. Enque
- 2. Deque
- 3. Peek
- 4. Display
- 5. Exit

Choice: 2

Queue is Empty





- b) Waste the function peets.

 stront = reas : -1 : Stock Queue is Empty.

 s else: return queue[foont].
- 2) Moin Sunction

 enque 4 deque 4 display & pech.

 Some of the elements,

Output 1-

ue

- 1) operations of Quene
 - 1. Enque
 - 2. Deque
 - 3. Peek.
 - 4. Displey
 - 5. Exit
 - Choice: 1
 - Element to Enquire: 1

- Operations of Gueue
 - 1. Enquire
 - 2. Deque
 - 3. Peck
 - 4. Pistley
 - 5 Exit.
 - Choice: 1
 - Element to Enque, 2

```
#include <stdio.h>
     # define N 2
     int queue[N];
     int front = -1;
     int rear = -1;
     void enque();
     void deque();
10
     void display();
11
12
     void peek();
13
14
     int main(void){
15
         int choice = 0;
         int i = 1;
16
17
         while (i == 1){
18
19
             printf("\n");
             printf("\n");
20
21
             printf("Operations of Queue\n");
22
23
             printf("1. Enque\n");
24
             printf("2. Deque\n");
25
             printf("3. Peek\n");
26
             printf("4. Display\n");
27
             printf("5. Exit\n");
28
```

```
29
              printf("Choice: ");
30
              scanf("%d", &choice);
31
32
33
              switch(choice){
34
                  case 1:
35
                      enque();
36
                      break;
37
                  case 2:
38
                      deque();
39
                      break;
40
                  case 3:
41
                      peek();
42
                      break;
43
                  case 4:
44
                      display();
45
                      break;
46
                  case 5:
47
                      i = 0;
48
                      break:
49
                  default:
                      printf("Invalid Value Entered");
50
51
                      break;
52
53
```

```
55
         }
56
57
58
     void enque(){
59
60
         if (rear == N - 1)
61
              printf("Queue Overflow\n");
62
63
         else if (front == -1 && rear == -1) {
64
             int x = 0;
65
              printf("Element to Enque: ");
66
67
             scanf("%d", &x);
             front = rear = 0;
68
             queue[rear] = x;
69
70
71
         else {
72
             int x = 0;
73
              printf("Element to Enque: ");
75
             scanf("%d", &x);
76
              rear++;
77
             queue[rear] = x;
78
79
```

```
82
     void deque(){
         if (front == -1 && rear == -1)
83
             printf("Queue is Empty\n");
85
         else if (front == rear && front != -1){
             int element - queue[front].
87
             front = (char [21])"Element Dequeued: %d"
88
             printf("Element Dequeued: %d", element);
89
90
91
         else{
92
93
             int element = queue[front];
             front++;
94
             printf("Element Dequeued: %d", element);
95
96
97
99
       void display(){
100
           if (front == -1 && rear == -1)
101
               printf("Queue is empty\n");
102
103
           else {
104
                printf("Queue Elements \n");
105
               for (int i = front; i <= rear; i++){</pre>
106
                    printf("%d. %d\n", i, queue[i]);
107
108
109
110
111
112
       void peek(){
           if (front == -1 && rear == -1)
113
114
               printf("Queue is empty\n");
115
116
           else{
               printf("Element at front: %d", queue[front]);
117
118
119
```