ForNextDay(8)

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playQueue.c

// first.c

#include <stdio.h>

#include <stdlib.h>

#define MAX 256

#define ADD 1

#define REMOVE 0

#define LIST 2

int main(int argc, char \* \* argv)

{

int queue[MAX];

int size = 0;

int front = 0;

int pos = 0;

int val;

int i;

int iChoice;

int iNRead;

/\* Processing loop \*/

printf("Choice (1=add, 0=remove, 2=list): ");

iNRead = scanf("%d", &iChoice);

while(iNRead == 1)

{

switch(iChoice)

{

case ADD:

if(size < MAX)

{

printf("Value to add: ");

scanf("%d", &val);

pos = (front+size)%MAX;

queue[pos] = val;

size++;

}

// Read the element, add it to the queue

break;

case REMOVE:

if(size > 0)

{

printf("Value removed: %d\n", queue[front]);

val = queue[front];

front = (front+1)%MAX;

size--;

}

// Print out the last element and remove it.

break;

case LIST:

for(i=0;i<size;i++)

{

printf("Queue position[%d]: %d\n", i, queue[i]);

}

// Print out the queue elements

break;

}

printf("Choice (1=add, 0=remove, 2=list): ");

iNRead = scanf("%d", &iChoice);

}

return EXIT\_SUCCESS;

}

A screenshot of a cell phone

Description automatically generated