

# Circular Queue

```
#include <stdio.h>
#define q-size 5
int item, front = 0, rear = -1, q[q-size], count = 0;

void insert_rear()
{
    if (count == q-size)
    {
        printf("Queue Overflow\n");
        return;
    }
    rear = (rear + 1) % q-size;
    q[rear] = item;
    count++;
    return;
}

int delete_front()
{
    if (count == 0)
        return -1;
    else
    {
        item = q[front];
        front = (front + 1) % q-size;
        count = count - 1;
        return item;
    }
}
```

```
}  
void display()
```

```
{  
    int i, f;
```

```
    if (counter == 0)
```

```
    {  
        printf("Queue is empty\n");
```

```
        return;
```

```
    }  
    f = front;
```

```
    printf("Contents of Queue:\n");
```

```
    for (i = 0; i <= count; i++)
```

```
    {  
        printf("%d\n", q[f]);
```

```
        f = (f + 1) % q-size;
```

```
    }  
void main()
```

```
{  
    int choice;
```

```
    for (;;) 
```

```
    {  
        printf("1: Insert \n 2: DELETE \n 3: DISPLAY\n");
```

```
        printf("enter the choice\n");
```

```
        scanf("%d", &choice);
```

```
        switch (choice) {
```

```
case 1 : printf ("Enter an element to be Inserted \n");  
scanf ("%d", &choice);
```

```
    insert_read ();  
    break;
```

```
case 2 : item = delete_front ();  
    if (item == -1)
```

```
        printf ("Queue is empty \n");  
        printf ("item deleted is %d \n", item);  
    break;
```

```
case 3 : display();  
    break;
```

```
default : exit (0);  
}
```

```
}  
}
```



## Linear Queue.

```
#include <stdio.h>
```

```
#define MAX 5
```

```
int queue[MAX];
```

```
int rear = -1, front = -1;
```

```
void insert()
```

```
{ int add-item;
```

```
if (rear == MAX - 1)
```

```
printf("Queue Overflow\n");
```

```
else
```

```
{ if (front == -1)
```

```
front = 0;
```

```
printf("Enter the element to be inserted : ");
```

```
scanf("%d", &add-item);
```

```
rear = rear + 1;
```

```
queue[rear] = add-item;
```

```
}
```

```
}
```

```
void delete()
```

```
{
```

```
if (front == -1 || front > rear)
```

```
{ printf("Queue underflow\n");
```

```
return;
```

```
}
```

else

```
{ printf ("Element deleted from queue is : %d\n",  
        queue[front]);  
  front = front + 1;  
}
```

void display()

```
{ int i;  
  if (front == rear)  
    printf ("Queue is empty\n");  
  else  
  { printf ("Queue is : \n");  
    for (i = front; i <= rear; i++)  
      printf ("%d\n", queue[i]);  
    printf ("\n");  
  }  
}
```

main()

```
{  
  int choice;  
  while (1)  
  {  
    printf ("1: INSERT\n");  
    printf ("2: DELETE\n");  
    printf ("3: DISPLAY\n");  
    printf ("4: EXIT\n");  
  }
```

```
printf("Enter your choice : ");
```

```
scanf("%d", &choice);
```

```
switch(choice) :
```

```
{
```

```
case 1 :
```

```
insert();
```

```
break;
```

```
case 2 :
```

```
delete();
```

```
break;
```

```
case 3 :
```

```
display();
```

```
break;
```

```
case 4 :
```

```
exit(1);
```

```
default :
```

```
printf("Wrong choice \n");
```

```
}
```

```
}
```

```
}
```

```
printf ("Enter your choice : ");  
scanf ("%d", &choice);  
switch (choice) :  
{  
    case 1 :  
        insert();  
        break;  
    case 2 :  
        delete();  
        break;  
    case 3 :  
        display();  
        break;  
    case 4 :  
        exit(1);  
    default :  
        printf ("Wrong choice \n");  
}  
}
```