

deque

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

```
#define qsize 5
```

```
int f = 0, r = -1, ch;
```

```
int item, q[10];
```

```
int isfull()
```

```
{ return (r == qsize - 1) ? 1 : 0;
```

```
}
```

```
int isempty()
```

```
{ return (f > r) ? 1 : 0;
```

```
}
```

```
void insertrear()
```

```
{ if (isfull())
```

```
{ printf("queue overflow\n");
```

```
return;
```

```
}
```

```
• r = r + 1;
```

```
q[r] = item;
```

```
}
```

```
void delete-front()
```

```
{ if (isempty())
```

```
{ printf("queue empty\n");
```

```
return;
```

```
}
```

```
printf("item deleted is %d\n", q[f]++);  
if (f > r)
```

```
{  
    f = 0;  
    r = -1;  
}
```

```
}  
void insert-front()
```

```
{ if (f != 0)
```

```
    f = f - 1;
```

```
    q[f] = item;
```

```
    return;
```

```
}  
else if ((f == 0) && (r == -1))
```

```
{  
    q[++r] = item;  
    return;
```

```
}  
else
```

```
    printf("Insertion not possible\n");
```

```
}  
void delete-rear()
```

```
{ if (isEmpty())
```

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

```
    return;
```

```
printf("item deleted is %d\n", q[(r-1)];  
if (f == r)
```

```
{  
    f = 0;  
    r = -1;  
}
```

```
}
```

```
}
```

```
void display()
```

```
{  
    int i;
```

```
if (isEmpty())
```

```
{  
    printf("queue empty\n");  
    return;  
}
```

```
for (i = f; i <= r; i++)
```

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

```
}
```

```
void main()
```

```
{
```

```
for (j = 1;
```

```
{
```

```
printf("1.insert-rear\n2.Insert-front\n3.delete-rear\n4.deletefront\n5.display\n6.exit\n");
```

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



```

scanf ("%d", &ch);
switch (ch)
{
case 1 : printf ("enter the item \n");
          scanf ("%d", &item);
          insert_rear ();
          break;
case 2 : printf ("enter the item \n");
          scanf ("%d", &item);
          insert_front ();
          break;
case 3 : delete_rear ();
          break;
case 4 : delete_front ();
          break;
case 5 : display ();
          break;
default : exit (0);
}

```

Multiple queue

```
#include <stdio.h>
#define N 3
int queue[3][N];
int front[3] = {0, 0, 0};
int rear[3] = {-1, -1, -1};
int item, pr;

void main()
{
    int ch;
    while (1)
    {
        printf("Priority Queue\n");
        printf("*****\n");
        printf("\n 1: PQinsert\n");
        printf("\n 2: PQdelete\n");
        printf("\n 3: PQdisplay\n");
        scanf("%d", &ch);
        switch (ch)
        {
            case 1: printf("Enter the priority number\n");
                     scanf("%d", &pr);
                     if (pr > 0 && pr < 4)
                         pqinsert(pr - 1);
                     else
                         printf("only 3 priority exists 1 2 3\n");
```

case 2 : pdelete (p);
break;

case 3 : display (p);
break;

case 4 : exit (0);

}

}

3
pinsert (int pr)

{ if (rear [pr] == N-1)

printf ("In Queue Overflow\n");

else

{ printf ("Enter the item\n");

scanf ("%d", &item);

rear [pr]++;

queue [pr][rear [pr]] = item;

}

return;

}

pdelete (p)

{ int i;

for (i=0; i<3; i++)

{

if (rear [i] == front [i] - 1)


```

printf (" \n queue is empty \n ");
else
{
printf (" deleted item is %d of queue %d \n ",
        queue [i][front + [i]], i + 1 );
front [i]++;
return;
}
}
}

```

```

display ()
{

```

```

    int i, j;

```

```

    for (i = 0; i < 3; i++)
    {

```

```

        if (rear [i] == front [i] - 1)

```

```

            printf (" queue is empty \n ", i + 1 );

```

```

        else

```

```

        {
            printf (" \n Queue %d: ", i + 1 );

```

```

            for (j = front [i]; j <= rear [i]; j++)

```

```

                printf ("%d\t", queue [i][j]);

```

```

        }

```

```

        return;

```

```

    }

```