## DS lab 4

```
#include<stdio.h>
#include<stdlib.h>
#define MAX 50
int Q[MAX];
int front = -1;
int rear = -1;
void insert()
{
      int elem;
      if(rear==MAX-1)
             printf("\\ \  \  Overflow!!!\\ \  \  ');
      else
      {
             if(front==-1)
                   front=0;
             printf("\nEnter the element to be inserted into the Queue: ");
             scanf("%d",&elem);
             Q[++rear]=elem;
             printf("\nElement successfully inserted!!!\n");
      }
}
```

```
void delete()
{
      if(front==-1||front>rear)
             printf("\nQueue underflow!!!\n");
      else
      {
             printf("\nDeleted Element: %d\n",Q[front++]);
             if(front>rear)
             {
                   front=-1;
                   rear=-1;
             }
      }
}
void display()
{
      int i;
      if(front==-1)
             printf("\nQueue is empty!!!\n");
      else
      {
             printf("\nQueue Elements are: \n");
             for(i=front;i<=rear;i++)</pre>
                   printf("\n%d",Q[i]);
```

```
printf("\n");
      }
}
int main()
{
      int choice;
      while(1)
      {
            printf("\n-----");
            printf("\n[1]INSERT\n[2]DELETE\n[3]DISPLAY\n[4]EXIT");
            printf("\nEnter you choice: ");
            scanf("%d",&choice);
            switch(choice)
            {
                  case 1:
                        insert();
                        break;
                  case 2:
                        delete();
                        break;
                  case 3:
                        display();
                        break;
```

```
Element successfully inserted!!!
  -----MENU-----
[1] INSERT
[2] DELETE
[3]DISPLAY
[4]EXIT
Enter you choice: 1
Enter the element to be inserted into the Queue: 6
Element successfully inserted!!!
  -----MENU-----
[1] INSERT
[2] DELETE
[3]DISPLAY
[4]EXIT
Enter you choice: 3
Queue Elements are:
  -----MENU-----
[1]INSERT
[2] DELETE
[3]DISPLAY
[4]EXIT
Enter you choice: 4
...Program finished with exit code 1
Press ENTER to exit console.
```