## DS LAB PROGRAM 3A

```
Start here X Labprogram3A.c X
          #include <stdio.h>
         #define MAX 5 // maximum size of the queue
     3
          int queue[MAX];
          int front = -1, rear = -1;
     4
         // Function to insert an element in the queue
     5
     6
         void insert(int value)
     7
       □ {
     8
        if (rear == MAX - 1)
    9
        ⊟{
          printf("Queue Overflow! Cannot insert %d\n", value);
    10
    11
    12
         else
    13 ⊟ {
    14
         if (front == -1)
    15
         front = 0; // first insertion
    16
    17
         -}
    18
         rear++;
    19
          queue[rear] = value;
          printf("%d inserted into the queue.\n", value);
    20
    21
    22
    23
         // Function to delete an element from the queue
    24
         void delete()
    25
        \ominusif (front == -1 || front > rear) {
    26
    27
          printf("Queue Underflow! Queue is empty.\n");
    28
         -}
          else
    29
    30
       ⊟ {
    31
          printf("Deleted element: %d\n", queue[front]);
    32
         front++;
    33
        L}
    34
    35
         // Function to display the elements of the queue
    36
        void display()
```

```
36 void display()
37
    □ {
    if (front == -1 || front > rear)
38
39
     printf("Queue is empty.\n");
40
41
42
     else
43
    44
     printf("Queue elements: ");
45
      for (int i = front; i <= rear; i++)</pre>
46
    ☐ {
47
     printf("%d ", queue[i]);
48
49
     printf("\n");
50
     -}
     L}
51
52
      int main()
53
54
     int choice, value; while (1)
55
    56
      printf("\nQueue Operations:\n");
57
      printf("1. Insert\n");
      printf("2. Delete\n");
58
59
     printf("3. Display\n");
      printf("4. Exit\n");
60
61
      printf("Enter your choice: ");
62
     scanf("%d", &choice);
63
      switch (choice)
64
    ⊢{
65
      case 1:
      printf("Enter value to insert: ");
66
67
      scanf("%d", &value);
68
     insert(value);
69
     break;
70
     case 2:
     delete();
71
```

```
69 break;
70
     case 2:
71
     delete();
     break;
72
73
     case 3:
     display();
74
75
     break;
76
     case 4:
     printf("Exiting program.\n");
77
78
     return 0;
79
     default:
     printf("Invalid choice! Please try again.\n");
80
81
     -}
82
     -}
83
     return 0;
84
85
```

## Queue Operations: 1. Insert 2. Delete 3. Display 4. Exit Enter your choice: 1 Enter value to insert: 10 10 inserted into the queue. Queue Operations: 1. Insert 2. Delete 3. Display 4. Exit Enter your choice: 1 Enter value to insert: 20 20 inserted into the queue. Queue Operations: 1. Insert 2. Delete 3. Display 4. Exit Enter your choice: 1 Enter value to insert: 30 30 inserted into the queue. Queue Operations: 1. Insert 2. Delete 3. Display 4. Exit Enter your choice: 1 Enter value to insert: 40 40 inserted into the queue. Queue Operations: 1. Insert 2. Delete Display

```
Enter your choice: 1
Enter value to insert: 50
50 inserted into the queue.
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements: 10 20 30 40 50
Queue Operations:
1. Insert
2. Delete
Display
4. Exit
Enter your choice: 2
Deleted element: 10
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted element: 20
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements: 30 40 50
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
```

```
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements: 30 40 50
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter value to insert: 10
Queue Overflow! Cannot insert 10
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 20
Invalid choice! Please try again.
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 4
Exiting program.
Process returned 0 (0x0) execution time : 59.087 s
```