

## # Circular Queue

Code

#include &lt;stdio.h&gt;

#include &lt;stdlib.h&gt;

#include &lt;string.h&gt;

#define MAX 4

void Insert();

int Delete();

void Display();

int cq[20]; int front = -1, rear = -1, item, ch, i;

void main()

{

while (1)

{

printf("\n 1. ~~Insert~~    2. ~~Delete~~    3. ~~Display~~    4. ~~Exit~~  
      4. Exit");

printf("\n Enter Your Choice: ");

scanf("%d", &amp;ch);

switch (ch)

{

case 1: Insert();

break;

case 2: ~~Delete~~ item = Delete();

if (item != -1)

printf("The Deleted Element is : %d",  
      item);

}



```
break;
case 3: display();
break;
case 4: exit(0);
```

```
}
```

```
if (front == (rear + 1) % MAX)
```

```
{
    printf("Circular Queue is Full. \n");
    return;
```

```
}
```

```
rear = 0;
```

```
front = 0;
```

```
}
```

```
else
```

```
{
```

```
rear = (rear + 1) % MAX;
```

```
}
```

```
printf("Enter Element to be Inserted: ");
```

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

```
cq[rear] = item;
```

```
return;
```

```
}
```



```
int Delete()
```

```
{
```

```
    if (front == -1 && rear == -1)
```

```
    {
```

```
        printf("Circular Queue is Empty\n");
        return (-1);
```

```
    }
```

```
    item = cq[front];
```

```
    if (front == rear)
```

```
    {
```

```
        front = -1;
```

```
        rear = -1;
```

```
    }
```

```
    else
```

```
    {
```

```
        front = (front + 1) % MAX;
```

```
    }
```

```
    return item;
```

```
void Display()
```

```
{
```

```
    if (front == -1 && rear == -1)
```

```
    {
```

```
        printf("Circular Queue is Empty\n");
```

```
        return;
```

```
    }
```

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

```
    if (front <= rear)
```

```
    {
```

```
        for (int i = 0; i <= rear; i++)
```

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

```
    }
```

```
}
```



```

    else
    {
        for (int i = front; i <= MAX-1; i++)
        {
            printf("%d\n", q[i]);
        }
        for (int i = 0; i <= rear; i++)
        {
            printf("%d\n", q[i]);
        }
    }
    return;
}

```

Output

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 1

Enter the Element to be Inserted: 10

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 1

Enter the Element to be Inserted: 20

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 1

Enter the Element to be Inserted: 30

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 1

Enter the Element to be Inserted: 40

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 1

Circular Queue is Full

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 3

Circular Queue Contents:

10

20

30

40

1. Insert

2. Delete

3. Display



4. Exit

Enter Your Choice: 2

The Dequeued Element is: 10

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 2

The Dequeued Element is: 20

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 2

The Dequeued Element is: 30

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 2

The Dequeued Element is: 40

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 2

Circular Queue is Empty.

1. Insert

2. Delete

3. Display

4. Exit

Enter Your Choice: 4

