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Priority Queue

```
int A[SIZE], front, rear
create()
{ front ← rear = -1
  }
insert_by_priority (int data)
{
   if (rear >= SIZE-1)
  { printf("Queue Overflow");
    return;
  }
   if ((front == -1) && (rear == -1))
    {
      front = front + 1;
      rear = rear + 1;
      A[rear] = data;
    }
  else
      check(data);
      rear++;
  }

Void check (int data)
 {
   int i, j;
   for (i=0; i<= rear; i++)
   {   if (data >= A[i])
       { for (j= rear+1; j > i; j--)
          {   A[j] = A[j-1];
           }
```

```
            A[i] = data;
            return;
          }
        }
        A[i] = data;
}

void delete_by_priority (int data)
{
    int i;
    if ((front == -1) && (rear == -1))
    {
        printf ("Queue is empty");
        return;
    }
    for (i=0; i<= rear; i++)
    {
        if (data == A[i])
        {
            for (; i< rear; i++)
            {
                A[i] = A[i+1];
            }
            A[i] = -99;
            rear--;
            if (rear == -1)
                front = -1;
            return;
        }
    }
    printf ("Element not found");
}
```

```
void display_queue ()
{
    if ((front == -1) && (rear == -1))
    {
        printf ("Queue is Empty");
        return;
    }
    for ( ; front <= rear; front++)
    {
        printf ("%d", A[front]);
    }
    front = 0;
}
```