EXPERIMENT 5

Question 1: Program to perform insertion, deletion, peek and display operations on a Circular Queue made using an 1D array.

```
#include<stdio.h>
#define N 5
int que[N],front=-1;rear=-1;
void insert(int ele)
{
  if(front==-1)
    rear=front=0;
  }
  else
    if(rear==N-1)
      rear=0;
    else
      rear++;
  }
  que[rear]=ele;
}
```

```
int deque()
  int rele=que[front];
  if(front==rear)
  {
    front=-1;
    rear=-1;
  }
  else
    if(front==N-1)
      front=0;
    else
      front++;
  }
  return rele;
}
int peek()
  return que[front];
}
void display()
{
  int i=front;
  while(i!=(rear+1))
```

```
{
    printf("%d ",que[i]);
    i++;
    if(rear!=N-1)
      i=i%N;
  }
}
void main()
  int ch,ele;
  do
  {
    printf("\n\n1. Insert an element");
    printf("\n2. Remove an element");
    printf("\n3. Peek");
    printf("\n4. Display Queue");
    printf("\n5. Exit");
    printf("\n\n Choice : ");
    scanf("%d",&ch);
    switch(ch)
    {
      case 1 : if((front==0 && rear==N-1) | | (front==rear+1))
             printf("\nOverflow\n");
           else
           {
```

```
printf("\nEnter the element : ");
      scanf("%d",&ele);
      insert(ele);
    }
    break;
case 2 : if(front==-1)
      printf("\nUnderflow\n");
    else
    {
      ele=deque();
      printf("\nRemove element : %d\n",ele);
    }
    break;
case 3: if(front==-1)
       printf("\nUnderflow\n");
    else
    {
       printf("\nElement : %d\n",peek());
    }
    break;
case 4 : if(front==-1)
      printf("\nUnderflow\n");
    else
    {
       display();
```

```
printf("\n\n");
}
break;

default : printf("\n\nInvalid Choice\n\n");
}
}while(ch!=5);
}
```

OUTPUT

```
1. Insert an element
2. Remove an element
3. Peek
4. Display Queue
Exit
Choice : 1
Enter the element : 77
1. Insert an element
2. Remove an element
3. Peek
4. Display Queue
5. Exit
Choice : 1
Enter the element : 20
1. Insert an element
2. Remove an element
3. Peek
4. Display Queue
5. Exit
 Choice : 2
Remove element : 77
```

- 1. Insert an element 2. Remove an element
 3. Peek
 4. Display Queue
 5. Exit

Choice : 1

Enter the element : 14

- 1. Insert an element
- 2. Remove an element
 3. Peek
 4. Display Queue
 5. Exit

Choice : 3

Element : 20

- 1. Insert an element
- 2. Remove an element
- 3. Peek 4. Display Queue 5. Exit

Choice : 4

20 14

Question 2: Program to perform insertion, deletion, peek and display operations on a Linear Queue made using an 1D array.

```
#include<stdio.h>
#define N 100
int que[N],front=-1;rear=-1;
void insert(int ele)
  if(front==-1)
    rear=front=0;
    que[rear]=ele;
  else
    rear++;
    que[rear]=ele;
}
int delettion()
  int rele=que[front];
  front++;
  return rele;
int peek()
  return que[front];
```

```
void display()
  int i=front;
  while(i!=rear+1)
    printf("%d ",que[i]);
    i++;
  }
}
void main()
  int ch,ele;
  do
    printf("\n\n1. Insert an element");
    printf("\n2. Remove an element");
    printf("\n3. Peek");
    printf("\n4. Display Queue");
    printf("\n5. Exit");
    printf("\n\n Choice : ");
    scanf("%d",&ch);
    switch(ch)
       case 1: if(rear==N-1)
             printf("\nOverflow\n");
           else
           {
             printf("\nEnter the element : ");
             scanf("%d",&ele);
             insert(ele);
           break;
```

```
case 2 : if(front==-1 | | front==rear+1)
           printf("\nUnderflow\n");
         else
         {
           ele=delettion();
           printf("\nRemove element : %d\n",ele);
         break;
    case 3: if(front==-1)
           printf("\nUnderflow\n");
         else
           printf("\nElement : %d\n",peek());
         break;
    case 4: if(front==-1)
           printf("\nUnderflow\n");
         else
           display();
           printf("\n\n");
         }
         break;
    default : printf("\n\nInvalid Choice\n\n");
}while(ch!=5);
```

OUTPUT

```
1. Insert an element
2. Remove an element
Peek
4. Display Queue
5. Exit
 Choice : 1
Enter the element : 7
1. Insert an element
2. Remove an element
3. Peek
4. Display Queue
5. Exit
 Choice: 1
Enter the element : 77
1. Insert an element
2. Remove an element
3. Peek
4. Display Queue
5. Exit
 Choice : 1
Enter the element : 14
```

```
1. Insert an element
2. Remove an element
Peek
4. Display Queue
5. Exit
Choice : 2
Remove element : 7
1. Insert an element
2. Remove an element
Peek
4. Display Queue
5. Exit
Choice : 3
Element: 77
1. Insert an element
2. Remove an element
Peek
4. Display Queue
5. Exit
Choice : 1
Enter the element: 74
```