

8-1-24

①

```
#include <stdio.h>
```

```
int max = 10;
```

```
int q[max], front = -1, rear = -1;
```

```
void insert(int x)
```

```
int delete()
```

```
void display()
```

```
void insert(int x) {
```

```
    if (rear == max - 1)
```

```
        printf("Overflow")
```

```
    else {
```

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

```
        {
```

```
            front = 0
```

```
            rear = 0
```

```
        }
```

```
    } else {
```

```
        rear++;
```

```
        q[rear] = x;
```

```
    }
```

```
int delete
```

```
{
```

```
    int val;
```

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

```
    {
```

```
        printf("Underflow")
```

```
        return -1;
```

```
    }
```



```
else {
```

```
    val = q[front++];
```

```
    if (front > rear) {
```

```
        rear = -1; front = -1; }
    return val; }
}
```

```
void display()
```

```
{
```

```
    int i;
```

```
    printf("\n")
```

```
    if (front == -1 || front > rear)
```

```
        printf("Queue is empty");
```

```
    else {
```

```
        for (i = front; i <= rear; i++)
```

```
            printf("%d", q[i]);
```

```
    }
```

```
}
```

```
void main()
```

```
{
```

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

```
    printf("\n Enter your choice");
```

```
    int ch; int val;
```

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

```
    while (ch != 4)
```

```
{
```

```
    case 1: printf("\n Enter value to be inserted");
```

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

```
        insert(val);
```



case 2:

```
val: delete();  
if (val != -1)  
    printf("Deleted number is %d", val);  
    break;
```

case 3:     printf("In the queue is : ");  
             display();  
             break;

default:    printf("Wrong Option");  
             ~~break;~~

Output:

1. Insert    2. Delete    3. Display    4. Exit  
Enter your choice: 1

Enter value to be inserted: 10

1. Insert    2. Delete    3. Display    4. Exit  
Enter your choice: 2

Enter value to be inserted: 12

1. Insert    2. Delete    3. Display    4. Exit  
Enter your choice: 3

1 10

1. Insert    2. Delete    3. Display    4. Exit  
Enter your choice: 2

Deleted number is 10



②

```
#include <stdio.h>
#define qsize 3
int item, front=0, rear=-1, q[qsize], count=0;
```

```
void insertrear ()
```

```
{
```

```
    if (count == qsize)
```

```
        { printf("queue overflow");
```

```
          return;
```

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

```
        q[rear] = item;
```

```
        count++;
```

```
}
```

```
int deletefront ()
```

```
{
```

```
    if (count == 0) return -1;
```

```
    item = q[front];
```

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

```
    count = count - 1;
```

```
    return item;
```

```
}
```

```
void displayQ ()
```

```
{
```

```
    int i, f;
```

```
    if (count == 0)
```

```
    {
```

```
        printf("queue empty");
```

```
        return;
```

```
    }
```

```
    f = front;
```



```
for (i=1; i<=count; i++)
```

```
{
```

```
printf("%d\t", y[f]);
```

```
f=(f+1)%qsize
```

```
}
```

```
}
```

```
void main()
```

```
{
```

```
int choice
```

```
while(1)
```

```
{
```

```
printf("1. Insert 2. delete 3. display 4. exit");
```

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

```
switch(choice)
```

```
{
```

```
case 1: printf("Enter item");
```

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

```
Insertrear();
```

```
break;
```

```
case 2: item = deletefront();
```

```
if (item == -1)
```

```
printf("Queue is empty");
```

```
else
```

```
printf("deleted = %d", item);
```

```
break;
```

```
case 3: displayQ();
```

```
break;
```



```

case h: exit(0);
}
}
}

```

## Output

1. Insert 2. delete 3. display 4. exit

1

Enter item

4

1. Insert 2. delete 3. display 4. exit

1

Enter item

6

1. Insert 2. delete 3. display 4. exit

3

6 4

1. Insert 2. delete 3. display 4. exit

2

deleted = 4 9 9

*Ai*  
08/01/24