

] Queue

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

```
int max=10;
```

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

```
void insert(int);
```

```
int delete();
```

```
void display();
```

```
void insert(int num)
```

```
{  
    if (rear == Max-1)
```

```
        printf("\n overflow");
```

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

```
    {
```

```
        front = 0;
```

```
        rear = 0;
```

```
    }
```

```
    else
```

```
        rear++
```

```
        q[rear] = num;
```

```
    }
```

```
int delete
```

```
{
```

```
    int val;
```

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

```
    {
```

```
        printf("\n 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("In Queue is empty");

else {

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

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

}

}

void main()

{

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

printf("\n Enter your choice");

int ch, int val;

scanf("%d", &ch);

while (ch !=)

{

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

scanf("%d", &val);

insert(val);

case 2: printf("\n the queue is:");

display;

case 2: val = delete ();

if (val != -1)

printf("In Deleted number is %d", val);

break;

case 3: printf("\n The queue is:");

display ();

break;


```
default: printf("\n Wrong Option");
```

```
}  
}
```

out Put:

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 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

3] Circular Queue

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

```
#include <Process.h>
```

```
#define QUE_SIZE 3
```

```
int item, front = 0, rear = -1, q[QUE_SIZE], count = 0;
```

```
void insert rear()
```

```
{
```

```
if (count == QUE_SIZE)
```

```
{
```

```
printf("Queue Overflow\n");
```

```
return;
```

```
}
```

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

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

```
count++;
```

```
}
```

```
int delete front()
```

```
{
```

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

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

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

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

```
return item;
```

```
}
```

```
void display Q()
```

```
{
```

```
int i, f;
```

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

```
{
```

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

```
return;
```

```
}
```

```
f = front;
```

```
printf("Contents of Queue\n");
```

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

```
{
```



```

Printf ("%d\n", q[i]);
t = (t+1) % QUEUE_SIZE;
}
}
void main()
{
int choice;
for (;;)
{
Printf ("\n 1: insert rear 2: delete front\n
3: display 4: exit\n");
Printf ("enter the choice\n");
Scanf ("%d", &choice);
switch (choice)
{
Case 1: Printf ("enter the item to be inserted\n");
Scanf ("%d", &item);
int item
insert rear();
break;
Case 2: item = delete front();
if (item == -1)
Printf ("queue is empty\n");
else
Printf ("item deleted = %d\n", item);
break;
Case 3: display Q();
break;
default: exit();
}
}
}
getch();
}

```


Output

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

1

enter the item to be inserted 23

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

1

enter the item to be inserted 34

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

1

enter the item to be inserted 45

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

3

~~Content~~ of queue 23 34 45

~~Ans~~ 8/10/24