## DAY-7 ASSIGNMENT | 31st December, 2020

## 1.Problem Statement:

Write a program implementing insert, delete and display operation of Circular Queue.

## Program in C:

```
#include <stdio.h>
# define max 6
int queue[max];
int front=-1;
int rear=-1;
void enqueue(int element)
  if(front==-1 && rear==-1)
  {
     front=0;
     rear=0;
     queue[rear]=element;
  else if((rear+1)%max==front)
     printf("Queue is overflow.");
  else
  {
     rear=(rear+1)%max;
     queue[rear]=element;
  }
}
int dequeue()
  if((front==-1) && (rear==-1))
     printf("Queue is underflow.");
  else if(front==rear)
    printf("\nThe dequeued element is %d", queue[front]);
    front=-1;
    rear=-1;
  }
  else
  {
    printf("The dequeued element is %d", queue[front]);
    front=(front+1)%max;
  }
}
```

```
void display()
  int i=front;
  if(front==-1 && rear==-1)
     printf("Queue is empty..");
  }
  else
     printf("Elements in a Queue are :");
     while(i<=rear)
       printf("%d,", queue[i]);
       i=(i+1)%max;
     }
  }
}
int main()
  int choice=1,x;
  while(choice<4 && choice!=0)
  printf("\n1.Insert an element");
  printf("\n2.Delete an element");
  printf("\n3.Display the element");
  printf("\nEnter your choice: ");
  scanf("%d", &choice);
  switch(choice)
  {
     case 1:
     printf("Enter the element which is to be inserted: ");
     scanf("%d", &x);
     enqueue(x);
     break;
     case 2:
     dequeue();
     break;
     case 3:
     display();
  }}
  return 0;
}
```

## **Output:**

```
1.Insert an element
2.Delete an element
3.Display the element
Enter your choice: 1
Enter the element which is to be inserted: 25
1.Insert an element
2.Delete an element
3.Display the element
Enter your choice: 1
Enter the element which is to be inserted: 74
1.Insert an element
2.Delete an element
3.Display the element
Enter your choice: 3
Elements in a Queue are :25,74,
1.Insert an element
2.Delete an element
3.Display the element
Enter your choice: 2
The dequeued element is 25
1.Insert an element
2.Delete an element
3.Display the element
Enter your choice: 4
```