LAB-4

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```
#include <stdio.h>
#include <stdlib.h>
 #define QUE_SIZE 5
int item, front=0, rear=-1, q[QUE_SIZE], count=0;
void insertrear()
{
    if (count == QUE_SIZE)
    {
      printf("QUEUE OVERFLOW \n");
      return;
    }
rear = (rear+1)%QUE_SIZE;
  q[rear] = item
    count++;
}

int deletefront()
{  if (count == 0)
    {return -1;
    }
item = q[front];
front = (front+1)%QUE_SIZE;
count = count-1;
   return item;
}

void display()
{
   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[f]);
  f = (f+1) % QUE_SIZE;
} }

void main()
{
  int choice;
  for(;;)
  {
    printf("Enter 1.insert item 2.delete from 3.Display \n");
  printf("Enter choice \n");
   scanf("%d", &choice);
   switch(choice)
  {
  case1: printf("Enter item to be entered \n");
         scanf("%d", &item);
         insert(item);
         break;
 Case 2: item=deletefront();
         if(item==-1)
         printf("Queue empty \n");
       else
         printf("Item Deleted %d", item);
         break;
    Case3: Display()
           break
    default: exit(0);
} }
```