4.WAP to simulate the working of a queue of integers using an array. Provide the following operations:

- a) Insert
- b) Delete
- c) Display

The program should print appropriate messages for queue empty and queue overflow conditions.

Solution:

```
#include <stdio.h>
#define MAX 50
void insert();
void delete();
void display();
int queue_array[MAX];
int rear = -1;
int front = - 1;
int main()
{
  int choice;
  printf("-----\n");
  while (1)
  {
    printf("1.Insert element to queue \n");
    printf("2.Delete element from queue \n");
    printf("3.Display all elements of queue \n");
    printf("4.Quit \n");
    printf("Enter your choice : \n");
```

```
scanf("%d", &choice);
    switch (choice)
    {
      case 1:
      insert();
      printf("\n");
      break;
      case 2:
      delete();
      printf("\n");
      break;
      case 3:
      display();
      printf("\n");
      break;
      case 4:
       exit(1);
       break;
       printf("\n");
      default:
       printf("Wrong choice \n");
   }/* End of switch */
    printf("-----\n");
  }/* End of while */
  return 0;
} /* End of main() */
void insert()
{
```

```
int add_item;
  if (rear == MAX - 1)
  printf("Queue Overflow \n");
  else
  {
    if (front == - 1)
    /*If queue is initially empty */
    front = 0;
    printf("Inset the element in queue : ");
    scanf("%d", &add_item);
    rear = rear + 1;
    queue_array[rear] = add_item;
  }
} /* End of insert() */
void delete()
{
  if (front == - 1 | | front > rear)
  {
    printf("Queue Underflow \n");
    return;
  }
  else
  {
    printf("Element deleted from queue is : %d\n", queue_array[front]);
    front = front + 1;
  }
} /* End of delete() */
```

```
void display()
{
  int i;
  if (front == - 1)
    printf("Queue is empty \n");
  else
  {
    printf("Queue is : \n");
    for (i = front; i <= rear; i++)
        printf("%d ", queue_array[i]);
    printf("\n");
  }
}/* End of display() */</pre>
```

```
-----OUEUE IMPLEMENTATION-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Inset the element in queue : 3
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Inset the element in queue : 2
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Inset the element in queue : 55
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Inset the element in queue : 63
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Inset the element in queue : 23
 -----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
```

```
C:\WINDOWS\SYSTEM32\cmd.exe
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
152
Wrong choice
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Element deleted from queue is : 3
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Element deleted from queue is : 2
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
Queue is :
55 63 23
-----ENDS-----
1.Insert element to queue
2.Delete element from queue
3.Display all elements of queue
4.Quit
Enter your choice :
(program exited with code: 1)
Press any key to continue . . .
```