

#include <stdio.h>
#include <stdlib.h>
#define MAX 4

int front = -1;
int rear = -1;
int queue[MAX];

void Enqueue(int);

int Dequeue();

void display();

int main()

{

int option;

int item;

do {

printf("\n circular queue\n");

printf("\n 1. Insert to queue");

printf("\n 2. delete from queue");

printf("\n 3. display the queue");

printf("\n 4. Exit\n");

printf("Enter the option:");

scanf("%d", &option);

switch(option)

{

case 1: printf("Enter the element\n");

scanf("%d", &item);

Enqueue(item);

break;

case 2: item = Dequeue();

if(item == -1)

printf("Removed element from the queue is\n");

printf("%d\n", item);

break;

```
case 3: display();
```

```
break;
```

```
case 4: exit(0);
```

```
}
```

```
} while (option != 4);
```

```
return 0;
```

```
}
```

```
void Enque (int ele)
```

```
{
```

```
if ((front == 0 && rear == MAX - 1) || (front == rear + 1))
```

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

```
else
```

```
{
```

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

```
queue[rear] = ele;
```

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

```
front = 0;
```

```
}
```

```
}
```

```
int Deque()
```

```
{
```

```
int item;
```

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

```
{
```

```
return (-1);
```

```
}
```

```
else
```

```
{
```

```
item = queue[front];
```

```
if (front == rear)
```

```
{
```

```

    front = -1;
    rear = -1;

}
else
{
    front = (front + 1) % Max;
}
return item;
}

}

void display()
{
    int i;
    if ((front == -1) && (rear == -1)) // (front == rear)
    {
        printf("queue is empty \n"); return;
    }
    else
    {
        printf("\n queue contents: \n");
        for (i = front; i <= rear; i++)
            printf("%d\t", queue[i]);
    }
}
}

```