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AssignmentNo:10
AssignmentTitle:Write C++ program for simulating job queue.
Write functions to add job and delete job from queue.
*/
#include<iostream>
using namespace std;
class Lqueue
int q[5],f,r;
public:
Linear() //constructor
f=-1;
r=-1;
}
int isfull();
int isempty();
void display();
void enq();
void deq();
};
int Lqueue::isfull() //Tocheckwhetherqueueisfullornot
if(r==4)
return 1;
}
else
return 0;
int Lqueue::isempty() //Tocheckwhetherqueueisemptyornot
if(f==-1&&r==-1)
return 1;
}
else
return 0;
}
void Lqueue::enq() //Toinsertvalueinqueue
```

```
int x;
cout<<"Enter value to be insert=";
cin>>x;
if(f==-1&&r==-1)
f++,r++;
q[r]=x;
}
else
r++;
q[r]=x;
}
void Lqueue::display() //Todisplayvaluefromqueue
int i;
cout<<"Queue is:"<<endl;
for(i=f;i<=r;i++)
cout<<q[i]<<"";
}
void Lqueue::deq() //Todeletevaluefromqueue
cout<<"Deleted element is:"<<q[f];</pre>
if(f==r)
f=-1,r=-1;
else
f++;
int main() //MainFunction
int ch,x;
Lqueue q;
//menu
while(1)
cout<<"\n1.To Insert element"<<endl;
cout<<"2.To Display element"<<endl;</pre>
cout<<"3.To Delete element"<<endl;</pre>
cout<<"Enter your choice=";</pre>
cin>>ch;
switch(ch)
```

```
case1:if(q.isfull())
cout<<"\nQueue is full";
else
q.enq();
break;
case2:if(q.isempty())
cout<<"Queue is Empty";
}
else
q.display();
break;
case3:if(q.isempty())
cout<<"\nQueue is empty";</pre>
else
q.deq();
break;
}
}
OUTPUT:
1.ToInsertelement
2.ToDisplayelement
3.ToDeleteelement
Enteryourchoice=1 //Insertelement
Entervaluetobeinsert=10
1.ToInsertelement
2.ToDisplayelement
3.ToDeleteelement
Enteryourchoice=1
Entervaluetobeinsert=20
1.ToInsertelement
2.ToDisplayelement
3.ToDeleteelement
Enteryourchoice=1
Entervaluetobeinsert=30
```

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=1

Entervaluetobeinsert=40

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=1

Entervaluetobeinsert=50

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=1

Queueisfull //Queueisfull

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=2

Queueis: //Displayqueue

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- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=3 //Deleteelement

Deletedelementis:10

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=3

Deletedelementis:20

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Entervourchoice=3

Deletedelementis:30

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=3

Deletedelementis:40

- 1.ToInsertelement
- 2.ToDisplayelement
- 3.ToDeleteelement

Enteryourchoice=3

Deletedelementis:50

- 1.ToInsertelement
- 2.ToDisplayelement

3.ToDeleteelement
Enteryourchoice=3
Queueisempty //Queueisempty
1.ToInsertelement
2.ToDisplayelement
3.ToDeleteelement
Enteryourchoice=
*/