Experiment No 4 Problem Statements

1. Write a program to implement queue using array.

```
//1.Write a program to
implement queue using array.
/*Name:- Anuj Rajendra Mane
ROll No:- 65
Div:-A
Subject:- Data Structures*/
#include<stdio.h>
#include<stdlib.h>
int queue[5],f=-1,r=-1;
void rear();
void front();
void show();
int main() {
  int ch;
  printf("1.Rear\n");
  printf("2.Front\n");
  printf("3.Show\n");
  printf("4.Exit\n");
  while(1)
    printf("Enter Choice:\n");
    scanf("%d",&ch);
```

```
switch(ch)
     {
       case 1: rear();
       break:
       case 2: front();
       break;
       case 3: show();
       break;
       case 4: exit(0);
       break;
       default:
       printf("Invalid Choice\n");
    }
  }
void rear() {
  int item:
  if(r==5-1) {
     printf("Queue is full\n");
  }
  else
  {
     if(f==-1)
       f=0;
     }
```

```
printf("Insert Element in
Queue:\n");
    scanf("%d",&item);
    r=r+1;
    queue[r] = item;
  }
void front() {
  if(f==-1)
    printf("Queue is empty\n");
  }
  else
  {
    printf("Deleted:
%d\n",queue[f]);
    f=f+1;
void show() {
  int i;
  if(f==-1)
    printf("Queue is empty\n");
  }
  else
```

```
printf("Queue Elements
Are:\n");
  for(i=f;i<=r;i++)
  {
    printf("%d\n",queue[i]);
  }
}</pre>
```

2. Write a program to implement a circular queue using arrays.

//2.Write a program to implement a circular queue using arrays.

```
/*Name:- Anuj Rajendra Mane
ROII No:- 65
Div:-A
Subject:- Data Structures*/
#include <stdio.h>
```

```
#include <stdlib.h>
#define size 5
void addition();
void deletion();
void display();
int queue[size];
```

```
int front = -1, rear = -1;
void main()
{
  int choice:
  while (1)
  {
    printf("\nIMPLEMENTATION
OF CIRCULAR QUEUE");
    printf("\n-----
    printf("\n1. Insert");
    printf("\n2. Delete");
    printf("\n3. Display");
    printf("\n4. Exit");
    printf("\n---
----");
    printf("\n\nEnter your choice
[1/2/3/4]:");
    scanf("%d", &choice);
    switch (choice)
    {
    case 1:
       addition();
       break;
    case 2:
       deletion();
       break;
    case 3:
```

```
display();
       break;
     case 4:
       exit(0);
     default:
       printf("\nInvalid choice");
  }
// Function to insert element in
the Circular Queue
void addition()
  int num;
  if (front == (rear + 1) % size) //
If(front is 0 and 0 the queue is
full)
  {
    printf("\nQueue is Full");
     return;
  }
  printf("\nEnter the element to
be inserted in circular queue: ");
  scanf("%d", &num);
  if (front == -1)
    front = rear = 0;
```

```
else
    rear = (rear + 1) %
size;//0+1%5==1
    queue[rear] =
num;//inserting num at
queue[rear]
  }
// Function to delete element
from the circular queue
void deletion()
{
  int num;
  if (front == -1)
    printf("\nQueue is empty");
    return;
  }
  num = queue[front];
  printf("\nDeleted element from
circular queue is: %d", num);
  if (front == rear)
    front = rear = -1;
  else
    front = (front + 1) % size;
}
```

```
// Function to display circular
queue
void display()
  int i;
  if (front == -1)
  {
     printf("\nQueue is empty");
     return;
  printf("\n\nCircular Queue
elements are: \n");
  for (i = front; i <= rear;
i++)//going front to rear
     printf("\nqueue[%d]: %d", i,
queue[i]);
  if (front > rear)
     for (i = 0; i \le rear; i++)
       printf("queue[%d]: %d\n", i,
queue[i]);
    for (i = front; i < size; i++)
       printf("queue[%d]: %d\n", i,
queue[i]);
  }
}
```

3. Write a program to implement double ended queue (dequeue) using arrays.

```
// 3.Write a program to
implement double ended queue
(dequeue) using arrays.
/*Name:- Anuj Rajendra Mane
ROll No:- 65
Div:-A
Subject:- Data Structures*/
#include <stdio.h>
#define MAX 10
int deque[MAX];
int left = -1, right = -1;
void insert_right()
{
  int val;
  printf("\nEnter the value to be
added ");
  scanf("%d", &val);
  if ((left == 0 && right == MAX -
1) || (left == right + 1))
  {
    printf("\nOVERFLOW");
```

```
}
  if (left == -1) // if queue is
initially empty
  {
     left = 0;
     right = 0;
  }
  else
  {
     if (right == MAX - 1)
       right = 0;
     else
       right = right + 1;
  }
  deque[right] = val;
void insert_left()
{
  int val;
  printf("\nEnter the value to be
added ");
  scanf("%d", &val);
  if ((left == 0 && right == MAX -
1) || (left == right + 1))
     printf("\nOVERFLOW");
  }
```

```
if (left == -1) // if queue is
initially empty
  {
    left = 0;
    right = 0;
  }
  else
  {
    if (left == 0)
       left = MAX - 1;
     else
       left = left - 1;
  }
  deque[left] = val;
}
//-----DELETE FROM RIGHT-----
void delete_right()
{
  if (left == -1)
  {
     printf("\nUNDERFLOW");
     return;
  }
  printf("\nThe deleted element
is %d\n", deque[right]);
  if (left == right) // Queue has
only one element
```

```
{
    left = -1;
    right = -1;
  }
  else
  {
    if (right == 0)
       right = MAX - 1;
     else
       right = right - 1;
  }
}
//-----DELETE FROM LEFT------
void delete_left()
  if (left == -1)
  {
    printf("\nUNDERFLOW");
     return;
  printf("\nThe deleted element
is %d\n", deque[left]);
  if (left == right) // Queue has
only one element
    left = -1;
    right = -1;
```

```
}
  else
     if (left == MAX - 1)
       left = 0;
     else
       left = left + 1;
  }
//----DISPLAY-----
void display()
{
  int front = left, rear = right;
  if (front == -1)
     printf("\nQueue is Empty\n");
     return;
  }
  printf("\nThe elements in the
queue are: ");
  if (front <= rear)</pre>
     while (front <= rear)
     {
       printf("%d\t", deque[front]);
       front++;
     }
```

```
}
  else
     while (front <= MAX - 1)
     {
       printf("%d\t", deque[front]);
       front++;
    front = 0;
    while (front <= rear)
     {
       printf("%d\t", deque[front]);
       front++;
  printf("\n");
int main()
  int choice;
  do
     printf("\n1.Insert at right ");
     printf("\n2.Insert at left ");
     printf("\n3.Delete from right
");
     printf("\n4.Delete from left ");
```

```
printf("\n5.Display ");
    printf("\n6.Exit");
    printf("\n\nEnter your choice
");
    scanf("%d", &choice);
    switch (choice)
    case 1:
       insert_right();
       break;
    case 2:
       insert_left();
       break;
    case 3:
       delete_right();
       break;
    case 4:
       delete_left();
       break;
    case 5:
       display();
       break;
    }
  } while (choice != 6);
  return 0;
}
```