stack

```
#include<iostream>
using namespace std;
const int x = 5;
int stack[x];
int top = -1;
bool empty()
{
       if (top == -1)
               cout << " \n The stack is empty : ";</pre>
               return true;
       }
       else
       {
               cout << " \n The stack is not empty : ";</pre>
               return false;
       }
void push(int newitem)
       if (top == x - 1)
       {
               cout << "\n stack is full \n";</pre>
       }
       else
       {
               top++;
               stack[top] = newitem;
       }
}
int pop()
       if (top == -1)
       {
               cout << " stack is empty \n";</pre>
       }
       else
               top--;
               return stack[top];
       }
int peek()
       if (top == -1)
               cout << " stack is empty"<<endl;</pre>
       }
       else
       {
```

```
return stack[top];
       }
}
void display()
       if (top == -1)
               cout << " stack is empty \n";</pre>
       }
       else
       {
              cout << " The value is item =";</pre>
               for (int i = top; i >= 0; i--)
                      cout << stack[i] << " ";</pre>
               }
       }
int main()
       push(51);
       push(60);
       push(70);
       push(80);
       push(90);
       display();
       pop();
       cout << " \n item peek = " << stack[top + 1]; peek();</pre>
    display();
       empty();
       system("pause");
       return 0;
}
```

Queue

```
#include<iostream>
using namespace std;
const int si = 5;
int quaue[si];
int r = -1, f = -1;
void enquaue(int newitem)
{
       if (r == si - 1 \&\& f == 0 || f == r + 1)
       {
               cout << "Quaue is full \n";</pre>
       }
       else
       {
               if (r == -1 && f == -1)
               {
                      r++;
                      f++;
                      quaue[r] = newitem;
               }
               else
               {
                      r++;
                      quaue[r] = newitem;
               }
       }
int dequaue()
       if (r == -1 && f == -1 || f>r)
               cout << "Quaue is empty \n";</pre>
       }
       else
       {
               f++;
               return quaue[f];
       }
}
bool empty()
       if (r == -1 && f == -1 || f>r)
       {
               cout << "Quaue is empty : ";</pre>
               return true;
       }
       else
       {
               cout << " Quaue is not empty : ";</pre>
```

```
return false;
       }
int peek()
{
       if (r == -1 && f == -1 || f>r)
        {
               cout << "Quaue is empty \n";</pre>
       }
       else
        {
               return quaue[f];
       }
int rear()
{
       if (r == si - 1 \&\& f == 0 || f == r + 1)
        {
               cout << "Quaue is full \n";</pre>
        }
       else
       {
               cout << "\n the item is rear : "<< quaue[r];</pre>
               return quaue[r];
        }
}
void display()
       if (r == -1 && f == -1 || f>r)
               cout << " Quaue is empty \n";</pre>
       }
       else
       {
               cout << "\n The value is item = ";</pre>
               for (int i = f; i <= r; i++)</pre>
                       cout << quaue[i] << " ";</pre>
               }
        }
int main()
       /*int nam;
       cin >> nam;
       enquaue(nam);*/
       enquaue(10);
       enquaue(20);
       enquaue(30);
       enquaue(40);
       enquaue(50);
       display();
       dequaue();
       cout << "\n the item is peek : " << quaue[f - 1]; peek();</pre>
        rear();
       display(); cout << endl;</pre>
```

```
empty();
system("pause");
return 0;
}
```