## Lab Assignment: 3.

## 3. Circular Queue:

• Source Code:

```
#include <iostream>
#define MAX_SIZE 5
class CircularQueue { private:
  int front, rear;
  int queue[MAX_SIZE];
public:
  CircularQueue() {
front = -1; rear = -1;
  }
  // Function to check if the queue is empty bool
isEmpty() {
    return (front == -1 && rear == -1);
  }
  // Function to check if the queue is full bool
isFull() {
    return (front == (rear + 1) % MAX_SIZE);
  }
  // Function to enqueue (insert) an element void
enqueue(int data) {
                       if (isFull()) {
      std::cout << "Queue is full. Cannot enqueue." << std::endl;</pre>
                                                                         return;
    } else if (isEmpty()) {
                               front =
rear = 0;
    } else {
      rear = (rear + 1) % MAX_SIZE;
    }
```

```
queue[rear] = data;
  }
  // Function to dequeue (remove) an element void
dequeue() {
                if (isEmpty()) {
      std::cout << "Queue is empty. Cannot dequeue." << std::endl;
                                                                           return;
    } else if (front == rear) {
                                  front =
rear = -1;
    } else {
      front = (front + 1) % MAX_SIZE;
    }
  }
  // Function to display the elements in the queue void
              if (isEmpty()) {
display() {
      std::cout << "Queue is empty." << std::endl;
                                                         return;
    }
                     while (i != rear) {
     int i = front;
std::cout << queue[i] << " ";
      i = (i + 1) \% MAX_SIZE;
    }
    std::cout << queue[rear] << std::endl;</pre>
  }
};
int main() {     CircularQueue
queue;
  queue.enqueue(1); queue.enqueue(2);
queue.enqueue(3);
  queue.display();
  queue.dequeue(); queue.display();
  queue.enqueue(4); queue.enqueue(5);
  queue.enqueue(6); // Queue is full at this point
queue.display();
return 0;
}
```

## Output:

