

LAB5 - CIRCULAR QUEUE

```
#include <stdio.h>
```

```
#define MAX 5
```

```
int queue_arr[MAX];
```

```
int front = -1;
```

```
int rear = -1;
```

```
void insert (int item)
```

```
{
```

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

```
    {
```

```
        printf ("Queue overflow \n");
```

```
        return;
```

```
    }
```

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

```
    {
```

```
        front = 0;
```

```
        rear = 0;
```

```
    }
```

```
    else
```

```
    {
```

```
        if (rear == MAX-1)
```

```
            rear = 0;
```

```
        else
```

```
            rear = rear+1;
```

```
    }
```

```
    queue_arr[rear] = item;
```

```
}
```

void del()

{

if (front == -1)

{

printf("Queue underflow\n");
return;

}

printf("Element deleted from queue is %d", queue[front]);

if (front == rear)

{

front = -1;

rear = -1;

}

else

{

if (front == MAX-1)

front = 0;

else

front = front + 1;

}

}

void display()

{

int front_pos = front, rear_pos = rear;

if (front == -1)

{

printf("Queue is Empty\n");

return;

}

```

printf ("Queue elements: \n");
if (front_pos <= rear_pos)
    while (front_pos <= rear_pos)
    {
        printf ("%d", queue_arr[front_pos]);
        front_pos++;
    }
else
{
    while (front_pos <= MAX-1)
    {
        printf ("%d", queue_arr[front_pos]);
        front_pos++;
    }
    front_pos = 0;
    while (front_pos <= rear_pos)
    {
        printf ("%d", queue_arr[front_pos]);
        front_pos++;
    }
}
printf ("\n");
}

```

```

int main()
{

```

```

    int choice, item;

```

```

    do
    {

```

```

        printf ("1. Insert \n");

```



```
printf("3. Display\n");
printf("4. Quit\n");
printf("Enter your choice:");
scanf("%d", &choice);
switch (choice)
{
```

case 1:

```
printf("Input the element for insertion in queue:");
scanf("%d", &item);
insert(item);
break;
```

case 2 :

```
del();
break;
```

case 3:

```
display();
break;
```

case 4:

```
break;
default:
```

```
printf("Wrong choice\n");
```

}

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

```
return 0;
```

}