

Circular Queue

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 4

int front = -1;
int rear = -1;
int queue[MAX];

void Enque(int);
int Deque();
void display();
int main()
{
    int option;
    int int item;
    do{
        printf("\n CIRCULAR QUEUE \n");
        printf("\n 1. Insert to QUEUE");
        printf("\n 2. delete from QUEUE");
        printf("\n 3. display QUEUE");
        printf("\n 4. Exit \n");
        printf("Enter the option:");
        scanf("%d", &option);
```

switch(option)

{

case 1: printf("Enter the element \n");

scanf("%d", &item);

Enque(item);

break;

case 2: item = Deque();

if(item == -999)

printf("Queue is empty\n");

else

printf("Removed element from the queue
is %d \n", item);

break;

case 3: display();

break;

case 4: exit(0);

}

{while(option != 4);

return 0;

}

```
void Enqueue (int ele)
```

```
{
```

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

```
{  
    printf("Queue is full\n");
```

```
else
```

```
{
```

```
    rear = (rear+1)%MAX;
```

```
    queue[rear] = ele;
```

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

```
        front = 0;
```

```
}
```

```
}
```

```
int Dequeue()
```

```
{
```

```
    int item;
```

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

```
{
```

```
        return (-1);
```

```
}
```

```
else
```

```
{
```

```
    item = queue[front];
```

```
    if (front == rear)
```

```
{
```

```
        front = -1;
```

```
        rear = -1;
```

```
}
```

```
else
```

```
{
```

```
    front = (front+1)%MAX;
```

```
}
```

```
    return item; }
```

```
void display ( )
```

```
{  
    int i;  
    if (((front == -1) && (rear == -1)) || (front == rear))  
    {  
        printf ("Queue is empty\n");  
        return;  
    }
```

```
else
```

```
{  
    printf ("\n Queue contents :\n");  
    for (i = front; i <= rear; i++)  
        printf ("%d\t", queue[i]);  
}
```

```
}
```