

DEV KANSAL

IBM19CS046

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

```
#include <stdlib.h>
```

```
#define MAX 3
```

```
int front = -1
```

```
int rear = -1
```

```
int queue[MAX];
```

```
void enqueue(int);
```

```
int dequeue();
```

```
void display();
```

```
int main(int argc, char** argv)
```

```
{
```

```
int option;
```

```
int item;
```

```
do
```

```
{
```

```
printf("Circular queue\n");
```

```
printf("\n 1. Insert the queue (Enqueue) \n 2. delete  
from the queue (Dequeue) \n 3. Display the  
content \n 4. Exit\n");
```

```
scanf("%d", &option);
```

```
switch(option)
```

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

```
scanf("%d", &item);
```

```
enqueue(item); break;
```

case 2: item = Dequeue();

if (item == -999)

printf("Queue is empty");

else

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

break;

case 3: Display();

break;

case 4: exit(0);

}

while(option != 4);

return 0;

}

void enqueue(int el)

{

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

{

printf("Queue is full\n"); return;

}

else

{ rear = (rear + 1) % MAX;

Queue[rear] = el;

if (front == -1)

front = 0;

int Deque 1)

{

int item;

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

{

return (-999);

}

else

{

item = queue[front];

if (front == rear)

{

front = -1;

rear = -1;

}

else

front = (front + 1) % MAX;

}

return item;

}

void display 1)

{ int i;

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

{

printf ("Queue is empty \n"); return ;

}

else

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