

// Circular queue.

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18M19CS051

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

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

```
#define N 3
```

```
int circular-queue[N];
```

```
int front = -1, rear = -1;
```

```
void insert()
```

```
{
```

```
    int value;
```

```
    if (front == (rear+1) % N)
```

```
        printf("The queue is full, insertion is not possible\n");
```

```
    else
```

```
    {
```

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

```
            front = 0;
```

```
            printf("enter the value to be inserted\n");
```

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

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

```
            circular-queue[rear] = value;
```

```
        }
```

```
    }
```

```
void delete()
```

```
{
```

```
    int elem;
```

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

```
    {
```

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

```
        return;
```

```
    }
```

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

```
    {
```

```
        elem = circular-queue[front];
```

```
        front = (front+1) % N; rear = -1;
```

```
    }
```

```
    else {
```

```
        elem = circular-queue[front];
```

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

```
    }
```

```
    printf("Deleted %d\n", elem);
```

```
}
```

```
void display()
```

```
{
```

```
    int i;
```

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

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

```
    else
```

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

```
      for (i = front; i != rear; i = (i+1) % N)
```

```
          printf("%d\t", circular_queue[i]);
```

```
      printf("%d", circular_queue[i]);
```

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

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    int choice;
```

```
    do
```

```
    { printf("Enter your choice\n");
```

```
      printf("1. Insert\n 2. Delete\n 3. Display\n 4. Exit\n");
```

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

```
      switch(choice)
```

```
      {
```

```
          case 1: insert();
```

```
              break;
```

```
          case 2: delete();
```

```
              break;
```

```
          case 3: display();
```

```
              break;
```

```
          case 4: exit(0);
```

```
          default: printf("Incorrect choice\n");
```

```
      }
```

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

```
    return 0;
```

```
}
```