

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 5
int front = 0;
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("\n 1. Insert into Queue (Enqueue)");
```

```
        printf("\n 2. delete from the Queue (Dequeue)");
```

```
        printf("\n 3. Display the content");
```

```
        printf("\n 4. Exit\n");
```

```
        printf("Enter the option");
```

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

```
        switch(option)
```

```
        {
```

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

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

```
                    Enqueue(item);
```

```
                    break;
```

```
            case 2: item = Dequeue();
```

```
                    if (item == -1)
```

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

```
                    else
```

```
                    {
```

Ans



```
printf("Removed element from queue %d", item);  
break;  
case 3: display();  
break;  
case 4: exit(0);  
}  
while(option != 4)  
return 0;  
}  
  
void Enque(int ele)  
{  
if (rear == MAX-1)  
printf("Queue is full\n");  
else  
{  
rear++;  
queue[rear] = ele;  
}  
}  
  
int Deque()  
{  
int item;  
if (front == -1)  
return -1;  
else  
{  
item = queue[front];  
front++;  
if (front > rear)  
{  
②
```

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```
        front = -1;
        rear = -1;
    }
    return item;
}

void display()
{
    int i;
    if (front == -1)
        printf("Queue is empty \n");
    else
    {
        printf("\n Queue contents :");
        for (i = front; i <= rear; i++)
            printf("%d ", queue[i]);
    }
}
```