

06/11/2020

1BM19CS052

LAB PROGRAM -4

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

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

```
#define MAX 3
```

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

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

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

```
void Enqueue (int);
```

```
void Dequeue ();
```

```
void Display ();
```

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

```
{
```

```
    int option;
```

```
    int item;
```

```
    do {
```

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

```
        printf ("\n 1. Insert to Queue (Enqueue)");
```

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

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

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

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

```
        switch (option)
```

```
{
```

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

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

```
                    Enqueue (item);
```

```
                    break;
```

```
Case 2: Dequeue();
        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");
        return;
    }
    else
    {
        rear = (rear + 1) % MAX;
        queue [rear] = ele;
        if (front == -1)
            front = 0;
    }
}

void Dequeue ()
{
    int item;
    if ((front == -1) && (rear == -1))
    {
        printf ("Queue is empty\n");
    }
}
```


else.

{

item = queue[front];

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

if (front == rear)

{

front = -1;

rear = -1;

}

else.

{

front = (front + 1) % MAX;

}

}

}

void display ()

{

int i;

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

{

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

}

else.

{

printf ("\n Queue contents : \n");

i = front;

do

{

printf ("%.d", queue[i]);

```
if (i == rear)
```

```
    break;
```

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

```
    while (i != front);
```

```
    }
```

```
    }
```