

C++ main.cpp X

ma1 > C++ main.cpp > queue > enqueue(int)

```
25 class queue
26 {
27     bool isEmpty() const
28     {
29     }
30
31     bool isFull() const
32     {
33         return (count == capacity);
34     }
35
36     int size() const
37     {
38         return count;
39     }
40
41     void enqueue(int item)
42     {
43         if (isFull())
44         {
45             cout << "Queue is full\n";
46             return;
47         }
48
49         rear = (rear + 1) % capacity;
50         arr[rear] = item;
51         count++;
52         cout << "Inserted " << item << '\n';
53     }
54
55     void dequeue()
56     {
57     }
58 }
```

PROBLEMS OUTPUT DEBUG CONSOLE PORTS TERMINAL

PS C:\Users\lucky\Desktop\MA1 cs223> ^C

PS C:\Users\lucky\Desktop\MA1 cs223>

PS C:\Users\lucky\Desktop\MA1 cs223> & 'c:\Users\lucky\.vscode\extensions\ms-vscode.cpptools-1.21.6-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe' '--stdin=Microsoft-MIEngine-In-bu222Sym.fkw' '--stdout=Microsoft-MIEngine-Out-1u0ixzy.k1x' '--stderr=Microsoft-MIEngine-Error-dwu4nbwd.z5m' '--pid=Microsoft-MIEngine-Pid-0spbfp3a.hhj' '--dbgExe=C:\mingw64\bin\gdb.exe' '--interpreter=mi'

Inserted 1

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PS C:\Users\lucky\Desktop\MA1 cs223> & 'c:\Users\lucky\.vscode\extensions\ms-vscode.cpptools-1.21.6-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe' '--stdin=Microsoft-MIEngine-In-lwg0aa0f.qcn' '--stdout=Microsoft-MIEngine-Out-v2op3mzv.hpb' '--stderr=Microsoft-MIEngine-Error-vd0qrf3y.33a' '--pid=Microsoft-MIEngine-Pid-tdqgfdt0.qib' '--dbgExe=C:\mingw64\bin\gdb.exe' '--interpreter=mi'

Inserted 1

Inserted 2

Inserted 3

Removing 1

Inserted 4

Removing 2

PS C:\Users\lucky\Desktop\MA1 cs223>

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