Linear queue code

```
#include <stdio.h>
#define N 5;
int front = -1;
int rear = -1;
int queue[N];
void enqueue(int x)
{
    if (rear == N-1)
        printf("queue overflow\n");
    else if (front == -1 && rear == -1)
    {
        front = rear = 0;
        queue[rear] = x;
    }
    else
    {
        rear++;
        queue[rear] = x;
    }
}
void dequeue()
{
    if (front == -1 && rear == -1)
        printf("queue is empty\n");
    else if (front == rear)
        front = rear = -1;
    else
        printf("removed value : %d\n");
}
void display()
{
    if (front == -1 && rear == -1)
        printf("queue is empty\n");
    else
    {
        for (int i = front ; i <= rear ; i++)
            printf("%d\n", queue[i]);
    }
}
```

```
void main()
{
    int ch,a;
    do{
        printf("enter choice : 1.enqueue 2.dequeue 3.display\n");
        scanf("%d",&ch);
        switch(ch)
        {
            case1 :{printf("enter the number:\n");
                    scanf("%d",&a);
                    enqueue(a);
                    break;}
            Case 2:{ dequeue();
                     break;}
            Case 3:{ display();
                     break;}
            default: printf("invalid choice\n");
        }
    }while(ch!=0);
}
```

Output:

```
enter choice : 1.enqueue 2.dequeue 3.display
1
enter the number
10
enter choice : 1.enqueue 2.dequeue 3.display
1
enter the number
20
enter choice : 1.enqueue 2.dequeue 3.display
1
enter the number
30
enter choice : 1.enqueue 2.dequeue 3.display
1
enter the number
40
enter choice : 1.enqueue 2.dequeue 3.display
1
enter the number
50
enter choice : 1.enqueue 2.dequeue 3.display
2
removed value : 10
enter choice : 1.enqueue 2.dequeue 3.display
3
20
30
40
50
enter choice : 1.enqueue 2.dequeue 3.display
0
invalid choice
```

Circular queue code

```
#include<stdio.h>
#define N 5
int front=-1;
int rear=-1;
int queue[N];
void enqueue(int x)
{
    if(front==-1 && rear==-1)
    {
        rear=front=0;
        queue[rear]=x;
    }
    else if((rear+1)%N==front)
        printf("queue overflow");
    else
    {
        rear=(rear+1)%N;
        queue[rear]=x;
    }
}
void dequeue()
{
    if(front==-1 && rear==-1)
        printf("removed value:%d\n",queue[front]);
    else if(front==rear)
        front=rear=-1;
    else
    {
        printf("removed value:%d\n",queue[front]);
        front=(front+1)%N;
    }
}
void display()
{
    if(front==-1 && rear==-1)
        printf("queue is empty\n");
    else if(front<=rear){
        for(int i=front;i<=rear;i++)
            printf("%d\n",queue[i]);
    }
    else{
        for(int i=front;i<N;i++)
            printf("%d\n",queue[i]);
        for(int j=0;j<=rear;j++)
            printf("%d\n",queue[j]);
    }
}
```

```
void main()
{
  int ch, a;
  do {
      printf("enter choice: 1.enqueue 2.dequeue 3.display\n");
      scanf("%d", &ch);
      switch(ch)
      {
        case 1: { printf("enter the number:\n");
                  scanf("%d", a);
                  enqueue(a);
                  break; }
        case 2: { dequeue();
                  break; }
        case 3: { display();
                  break; }
        default: printf("invalid choice");
      }
  } while(ch!=0);
}
```

output:

```
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
10
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
20
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
30
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
40
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
50
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
60
queue overflow
enter choice: 1.enqueue 2.dequeue 3.display
2
removed value: 10
enter choice: 1.enqueue 2.dequeue 3.display
2
removed value: 20
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
60
enter choice: 1.enqueue 2.dequeue 3.display
2
removed value: 30
enter choice: 1.enqueue 2.dequeue 3.display
1
enter the number:
70
enter choice: 1.enqueue 2.dequeue 3.display
3
40
50
60
70
enter choice: 1.enqueue 2.dequeue 3.display
0
invalid choice:
```

4/11/25