

```

#include <stdio.h>
#include <conio.h>
#define qsize 3
int f=0, r=-1, ch;
int item, q[10];
int isfull()
{
    return (r==qsize-1)? 1:0;
}
int isempty (int f, int r)
{
    return (f>r)? 1:0;
}
void insertrear()
{
    if (isfull(r))
    {
        pf ("Queue Overflow");
        return;
    }
    r = r+1;
    q[r] = item;
}
void deletefront()
{
    if (isempty(f, r))
    {
        pf ("Queue Underflow");
        return;
    }
}

```

```
pf ("item deleted is r.d\n", q[r--]);  
if (f > r)
```

```
{ f = 0;  
  r = -1;  
}
```

```
void insert_front()
```

```
{ if (f != 0)
```

```
{ f = f - 1;  
  q[f] = item;  
  return ;  
}
```

```
else if (f == 0 & r == -1)
```

```
{ q[f + (r + 1)] = item;
```

```
  return ;  
}
```

```
else  
  printf ("insertion not possible\n");  
}
```

```
void delete_rear()
```

```
{ if (isempty(f, r))
```

```
{ pf ("queue is empty\n");  
  return ;  
}
```

```
pf ("item delete is r.d\n", q[r--]);
```

```
if (f > r)
```

```
{ f = 0;  
  r = -1;  
}
```

```
void display ()
```

```
{ int i;
```

```
  if (isEmpty())
```

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

```
    return;
```

```
  }
```

```
  for (i = f; i <= r; i++)
```

```
    printf("%d\n", q[i]);
```

```
}
```

```
void main ()
```

```
{ clrscr();
```

```
  for(;;)
```

```
  {
```

```
    printf("\n1: insert-rear\n2: insert-front\n3: delete-rear\n4: delete-front\n5: display\n");
```

```
    printf("Enter choice ");
```

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

```
    switch(ch)
```

```
    { case 1: printf("enter the item");
```

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

```
        insert-rear();
```

```
        break;
```

```
    case 2: printf("enter the item");
```

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

```
        insert-front();
```

```
        break;
```

case 3: delete rear ();

case 4: break;
delete front ();

break;

case 5: display ();

default: exit (0);

}

}

getch ();

}