

# Assignment - 3

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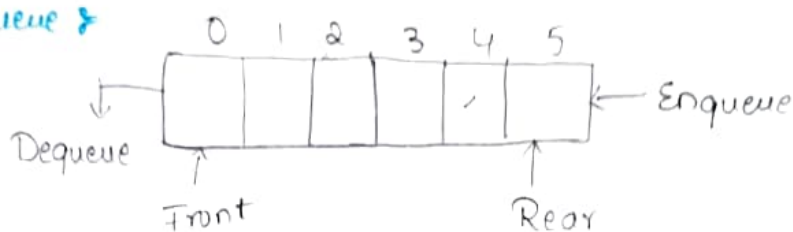
Department := CSE(AI&DS)

Course Code := CSA0389

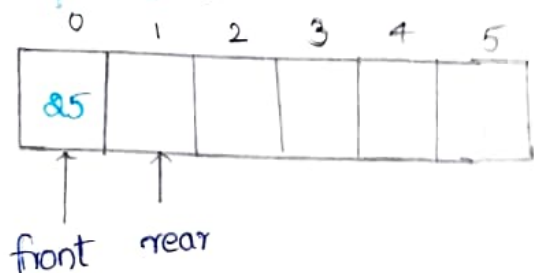
Course Name := Data Structure

Illustrate the queue operation using following function calls of size 5 enqueue(25), enqueue(37), enqueue(90) Dequeue(), enqueue(15), enqueue(40), enqueue(12), dequeue(). Dequeue().

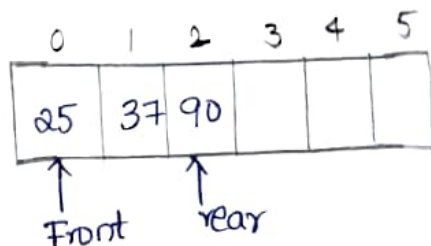
Queue :



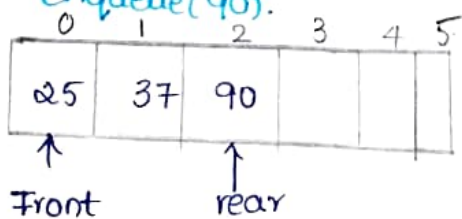
Enqueue(25)



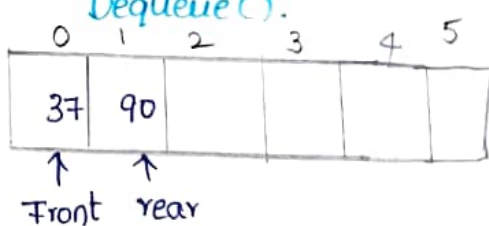
Enqueue(37)



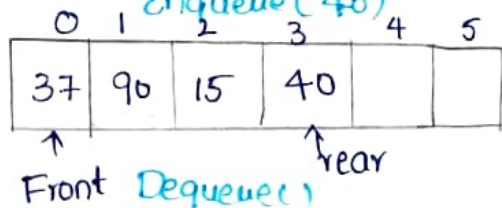
Enqueue(90)



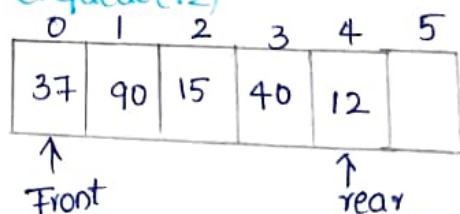
Dequeue()



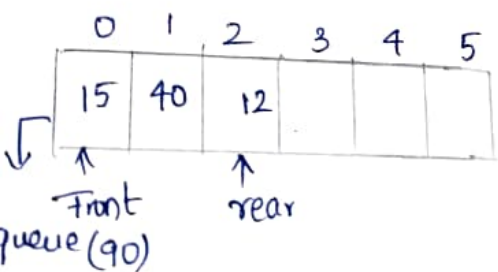
Enqueue(40)



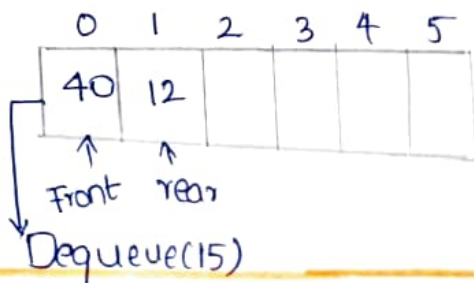
Enqueue(12)

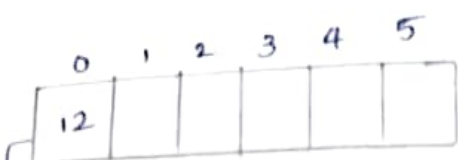


Dequeue()



Dequeue()





dequeue(40)

Write a program to implement queue operation such  
enqueue, display, dequeue.

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

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

```
#define MAX [ ]
```

```
typedef struct {
```

```
    int items[MAX];
```

```
    int front; rear; }
```

```
queue
```

```
void initialize(queue *q) {
```

```
    q->front = -1;
```

```
    q->rear = -1; }
```

```
void enqueue(queue *q, int value) {
```

```
    if (isfull(q)) {
```

```
        printf("queue is full!\n");
```

```
        return;
```

```
    }
```

```
    if (q->front == -1) {
```

```
        q->front = 0;
```

```
        q->items[++q->rear] = value;
```

```
        printf("%d enqueued to queue\n", value);
```

```
    }
```

```
void dequeue (queue *q){
```

```
    if (isEmpty(q)){
```

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

```
        return;
```

```
    }
```

```
    printf ("%d dequeued from queue \n", q->items[q->front + 1]);
```

```
}
```

```
void display (queue *q){
```

```
    if (isEmpty(q)){
```

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

```
        return;
```

```
    }
```

```
    printf ("Queue elements are :");
```

```
    for (int i = q->front, i <= q->rear; i++) {
```

```
        printf ("%d ; ", q->items[i]);
```

```
    }
```

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

```
}
```

```
int main () {
```

```
    Queue q;
```

```
    initialize (&q);
```

```
    enqueue ();
```

```
    dequeue ();
```

```
    display ();
```

```
    return 0; }
```