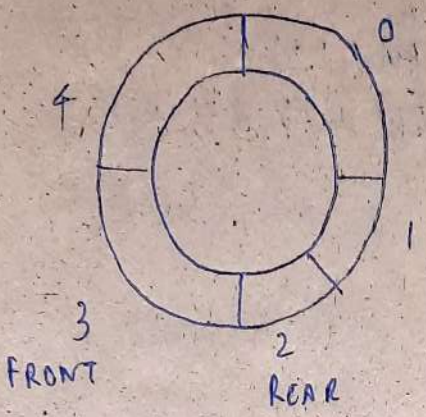
23-07-2024

PULSATING CIRCLE ANIMATION

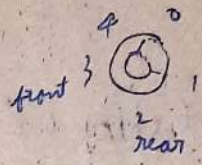
CIRCULAR QUEUE:-



CIRCLE ← rear = (rear + 1) % max

rear + 1 = front

TRAFFIC CONTROL



→ # define max 5

int q[max], front = -1, rear = -1;

void insertion ()

{

int ele;

if ((rear + 1) % max == front)

{

printf ("full");

}

else

{

printf ("\n Enter element");

scanf ("%d", &ele);

rear = (rear + 1) % max;

q[rear] = ele;

if (front == -1)

front = 0;

} }

```
void deletion()
{
    int k;
    if (front == -1)
    {
        printf ("empty");
    }
    else
    {
        k = q[front];
        if (front == rear)
        front = rear = -1;
        else
        front = (front + 1) % max;
        printf ("\n Deleted element is %d", k);
    }
}
void display()
{
    int i;
    for (i = front; i != rear; i = (i+1) % max)
    printf ("%d", q[i]);
    printf ("%d", q[i]);
}
main()
{
    int ch;
    while (1)
    {
```

```
printf ("enter 1 for insertion \n 2 for deletion \n
3 for display");
printf ("\n 4 for exit");
scanf ("%d", &ch);
switch (ch)
{
    case 1: insertion ( ); break;
    case 2: deletion ( ); break;
    case 3: display ( ); break;
    case 4: exit ( );
}
}
}
```