## Institute of Computer Technology

## B. Tech. Computer Science and Engineering

Sub: DS

Course Code: 2CSE302

Practical - 11

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**Sem - 3** 

Branch: CS

Class: A

Batch: 32

**Problem Definition-1:** Imagine you are developing a music player application that allows users to create and manage playlists using a circular queue data structure. The playlist has a user-defined maximum length, and if a user chooses to play a song at a particular position, it will play songs in order from that position to the end and then wrap around to the beginning.

## Code:

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

struct queue
{
   int data;
   struct queue *next;
};

struct queue *head = NULL;

struct queue *createQueue(int data); // Forward declaration

void enqueue(int data)
```

```
struct queue *newQueue = createQueue(data);
    if (head == NULL)
        head = newQueue;
       return;
    struct queue *last = head;
   while (last->next != NULL)
        last = last->next;
    last->next = newQueue;
struct queue *createQueue(int data)
    struct queue *newQueue = (struct queue *)malloc(sizeof(struct queue));
   newQueue->data = data;
    newQueue->next = NULL;
    return newQueue;
void dequeue()
    if (head == NULL)
       printf("Queue is empty\n");
       return;
    struct queue *temp = head;
   head = head->next;
   free(temp);
void display()
    struct queue *temp = head;
    while (temp != NULL)
        printf("%d -> ", temp->data);
       temp = temp->next;
    printf("NULL\n");
```

```
int main()
{
    enqueue(10);
    enqueue(20);
    enqueue(30);
    enqueue(40);
    enqueue(50);
    display();
    dequeue();
    display();
    return 0;
}
```

## **Output:**

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SERIAL MONITOR COMMENTS

PS C:\ICT\SEM-3\DS\Practical\Practical-11\output'

PS C:\ICT\SEM-3\DS\Practical\Practical-11\output> & .\'main.exe'

10 -> 20 -> 30 -> 40 -> 50 -> NULL

20 -> 30 -> 40 -> 50 -> NULL

PS C:\ICT\SEM-3\DS\Practical\Practical-11\output>
```