

# Rajalakshmi Engineering College

Name: janane jaipratha  
Email: 241501072@rajalakshmi.edu.in  
Roll no: 241501072  
Phone: 7548851756  
Branch: REC  
Department: I AIML AD  
Batch: 2028  
Degree: B.E - AI & ML

Scan to verify results



## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 4\_COD\_Question 3

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Write a program to implement a queue using an array and pointers. The program should provide the following functionalities:

Insert an element into the queue. Delete an element from the queue. Display the elements in the queue.

The queue has a maximum capacity of 5 elements. If the queue is full and an insertion is attempted, a "Queue is full" message should be displayed. If the queue is empty and a deletion is attempted, a "Queue is empty" message should be displayed.

##### ***Input Format***

Each line contains an integer representing the chosen option from 1 to 3.

Option 1: Insert an element into the queue followed by an integer representing the element to be inserted, separated by a space.

Option 2: Delete an element from the queue.

Option 3: Display the elements in the queue.

### **Output Format**

For option 1 (insertion):-

1. The program outputs: "<data> is inserted in the queue." if the data is successfully inserted.
2. "Queue is full." if the queue is already full and cannot accept more elements.

For option 2 (deletion):-

1. The program outputs: "Deleted number is: <data>" if an element is successfully deleted and returns the value of the deleted element.
2. "Queue is empty." if the queue is empty no elements can be deleted.

For option 3 (display):-

1. The program outputs: "Elements in the queue are: <element1> <element2> ... <elementN>" where <element1>, <element2>, ..., <elementN> represent the elements present in the queue.
2. "Queue is empty." if the queue is empty no elements can be displayed.

For invalid options, the program outputs: "Invalid option."

Refer to the sample output for the formatting specifications.

### **Sample Test Case**

Input: 1 10

3

5

Output: 10 is inserted in the queue.

Elements in the queue are: 10

Invalid option.

**Answer**

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

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

```
#define max 5
```

```
int queue[max];
```

```
int front = -1, rear = -1;
```

```
// You are using GCC
```

```
int insertq(int *data)
```

```
{
```

```
    //Type your code here
```

```
    if (rear==max -1)
```

```
    {
```

```
        return 0;
```

```
    }
```

```
    else
```

```
    {
```

```
        rear++;
```

```
        queue[rear]=*data;
```

```
        if (front== -1)
```

```
        {
```

```
            front=0;
```

```
        }
```

```
        return 1;
```

```
    }
```

```
}
```

```
int delq()
```

```
{
```

```
    //Type your code here
```

```
    if (front== -1 || front>rear)
```

```
    {
```

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

```
        return 1;
```

```
}
else
{
    printf("Deleted number is: %d\n",queue[front++]);
    if (front>rear || front==0)
    {
        front=-1;
        rear=-1;
    }
}
return 1;
}
```

```
void display()
{
    //Type your code here
    if (front==0 || front>rear)
    {
        printf("Queue is empty.\n");
    }
    else
    {
        printf("Elements in the queue are: ");
        for (int i=front;i<=rear;i++)
        {
            printf("%d ",queue[i]);
        }
        printf("\n");
    }
}
```

```
int main()
{
    int data, reply, option;
    while (1)
    {
        if (scanf("%d", &option) != 1)
            break;
        switch (option)
        {
            case 1:
```

```
    if (scanf("%d", &data) != 1)
        break;
    reply = insertq(&data);
    if (reply == 0)
        printf("Queue is full.\n");
    else
        printf("%d is inserted in the queue.\n", data);
    break;
case 2:
    delq(); // Called without arguments
    break;
case 3:
    display();
    break;
default:
    printf("Invalid option.\n");
    break;
}
}
return 0;
}
```

**Status :** Correct

**Marks :** 10/10