

Queue

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

```
#define MAX 5
```

```
int front = -1, rear = -1, q[MAX];
```

```
void enqueue (int value);
```

```
if (front == -1 & rear == -1) {
```

```
front = rear = 0;
```

```
q[rear] = value;
```

```
} else if (rear == MAX - 1) {
```

```
printf("Overflow");
```

```
} else {
```

```
q[++rear] = value; }
```

```
void dequeue ();
```

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

```
printf("underflow");
```

```
} else {
```

```
if (front > rear) {
```

```
front = -1;
```

```
} else {
```

```
printf("%d", q[front]);
```

```
front--;
```

```
}
```

```
void display () {
```

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

```
printf("underflow");
```

```
} else {
```

```
for (int i = front; i <= rear; i++) {
```

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

```
} }
```



```
int main() {
```

```
    int boolean = 1, choice, value;
```

```
    while (boolean);
```

```
    printf("1. Enqueue \ 2. Dequeue \ 3. Display \ 4. Exit \n");
```

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

```
    switch(choice) {
```

```
        case 1: printf("Enter a value");
```

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

```
            enqueue(value);
```

```
            break;
```

```
        case 2: dequeue(); break;
```

```
        case 3: display; break;
```

```
        case 4: boolean = 0; break;
```

```
        default: printf("Invalid Input"); break;
```

```
    }
```

```
    return 0;
```

```
}
```

Output:

1. Enqueue 2. Dequeue 3. Display 4. Exit

3

undeflow!

1. Enqueue
2. Dequeue
3. Display
4. Exit

1

Enter a value: 12

1. Enqueue
2. Dequeue
3. Display
4. Exit

1

Enter a value: 33

1. Enqueue
2. Dequeue
3. Display
4. Exit

3

12 33

1. Enqueue
2. Dequeue
3. Display
4. Exit

■