

3.b) WAP to simulate the working of a circular queue of integers using an array. Provide the following operations: Insert, Delete & Display The program should print appropriate messages for queue empty and queue overflow conditions

```
#include<stdio.h>

#define MAX 5 //maximum size of queue

int queue[MAX];

int front = -1, rear = -1;

//functions to insert an element in the circular queue

void insert(int value)
{
    if(front == (rear + 1) % MAX)
    {
        printf("Queue Overflow ! Cannot insert %d ",value);
    }
    else
    {
        if(front == -1)
        {
            //first insertion

            front = 0;

            rear = 0;
        }
        else
        {
            rear = (rear + 1) % MAX;
        }
        queue[rear] = value;

        printf("%d inserted into queue : \n",value);
    }
}
```

```
}
```

```
//function to delete an element from the queue
```

```
void delete()
```

```
{
```

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

```
    {
```

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

```
    }
```

```
    else
```

```
    {
```

```
        printf("Deleted element :%d\n",queue[front]);
```

```
        if(front == rear)
```

```
        {
```

```
            //queue becomes empty
```

```
            front = -1;
```

```
            rear = -1;
```

```
        }
```

```
    else
```

```
    {
```

```
        front = (front +1 ) % MAX;
```

```
    }
```

```
}
```

```
}
```

```
//functtion to display elements of the circular queue
```

```
void display()
```

```
{
```

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

```
    {
```

```

        printf("Queue is empty.\n");
    }
    else
    {
        printf("Queue elements : ");
        int i = front;
        while(1)
        {
            printf("%d\n",queue[i]);
            if(rear == i)
            {
                break;
            }
            i = (i + 1) % MAX;
        }
    }
}

void displayFront()
{
    printf("The Element at front is %d",queue[front]);
}

void displayRear()
{
    printf("The Element at front is %d",queue[rear]);
}

//main function
int main()
{

```

```
int choice,value;

while(1)
{
    printf("\n Circular Queue Operations : \n");
    printf("1.INSERT\n2.DELETE\n3.DISPLAY\n4.EXIT\n5.Display Front\n6.Display Rear\n");
    printf("Enter your choice : ");
    scanf("%d",&choice);

    switch(choice)
    {
        case 1 :
            printf("Enter value to insert : ");
            scanf("%d",&value);
            insert(value);
            break;
        case 2 :
            delete();
            break;
        case 3 :
            display();
            break;
        case 4:
            printf("Exiting program.\n");
            return 0;
        default:
            printf("Invalid choice! Please try again.\n");
    }
}

return 0;
}
```

OUPUT :

```
C:\Users\Mohammed Javeed\OneDrive\Desktop\Javeed\C Tutorial>cd "c:\Users\Mohammed Javeed\OneDrive\Desktop\Javeed\C Tutorial\" && gcc 03B.c -o 03B && "c:\Users\Mohammed Javeed\OneDrive\Desktop\Javeed\C Tutorial\03B"

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 10
10 inserted into queue :

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 20
20 inserted into queue :

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 30
30 inserted into queue :

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 40
40 inserted into queue :

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 50
50 inserted into queue :

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 1
Enter value to insert : 60
Queue Overflow ! Cannot insert 60

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 3
Queue elements : 10
20
30
40
50

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 5
Invalid choice! Please try again.

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 6
Invalid choice! Please try again.

Circular Queue Operations :
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
5.Display Front
6.Display Rear
Enter your choice : 2
Deleted element :10
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : 2  
Deleted element :20
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : 2  
Deleted element :30
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : 2  
Deleted element :40
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : 2  
Deleted element :50
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : 2  
Queue Underflow/Queue is empty
```

```
Circular Queue Operations :  
1.INSERT  
2.DELETE  
3.DISPLAY  
4.EXIT  
5.Display Front  
6.Display Rear  
Enter your choice : █
```