

```
structures.c totalmarks.c salary.c alphadict.c s.c series.c grade.c prime.c menudriven.c elective.c stack.c
#include<stdio.h>
#include<conio.h>
#include<process.h>
int item;
int r=-1;
int f=0;
int n;
int q[10];
void insertrear()
{
    if(r==(n-1))
    {
        printf("QUEUE OVERFLOW\n");
        return;
    }
    printf("ENTER THE ITEM TO BE INSERTED\n");
    scanf("%d",&item);
    r=r+1;
    q[r]=item;
}
void deletefront()
{
    if(f>r)
    {
        printf("THE QUEUE IS EMPTY\n");
        f=0;
        r=-1;
    }
    else
        printf("THE ITEM DELETED IS %d\n",q[f++]);
}
void display()
{
    int i;
    if(f>r)
    {
```



```
}  
void display()  
{
```

```
    int i;  
    if(f>r)
```

```
    {  
        printf("THE QUEUE IS EMPTY\n");  
        return;  
    }
```

```
    else
```

```
    {  
        printf("THE CONTENTS OF THE QUEUE IS= ");  
        for(i=f;i<=r;i++)
```

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

```
        }  
        printf("\n");  
    }
```

```
}  
int main()  
{
```

```
    int c,i;
```

```
    printf("ENTER THE SIZE OF QUEUE\n");
```

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

```
    while(i!=4)
```

```
    {  
        printf("1-INSERT 2-DELETE 3-DISPLAY 4-EXIT\n");
```

```
        printf("ENTER THE CHOICE\n");
```

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

```
        switch(c)
```

```
        {
```

```
            case 1:
```

```
                insertrear();
```

```
                break;
```

}
}
int main()
{

int c,i;

printf("ENTER THE SIZE OF QUEUE\n");

scanf("%d",&n);

while(i!=4)

{

printf("1-INSERT 2-DELETE 3-DISPLAY 4-EXIT\n");

printf("ENTER THE CHOICE\n");

scanf("%d",&c);

switch(c)

{

case 1:

insertrear();

break;

case 2:

deletefront();

break;

case 3:

display();

break;

case 4:

exit(0);

default:

printf("INVALID CHOICE");

}

}

}


```
ENTER THE SIZE OF QUEUE
3
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
1
ENTER THE ITEM TO BE INSERTED
23
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
1
ENTER THE ITEM TO BE INSERTED
23
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
1
ENTER THE ITEM TO BE INSERTED
29
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
1
QUEUE OVERFLOW
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
3
THE CONTENTS OF THE QUEUE IS= 23      23      29
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE
2
THE ITEM DELETED IS =23
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
```

1
QUEUE OVERFLOW
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

3
THE CONTENTS OF THE QUEUE IS= 23 23 29
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

2
THE ITEM DELETED IS =23
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

3
THE CONTENTS OF THE QUEUE IS= 23 29
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE