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

```
#define N 5
```

```
int queue[N];
int front = -1;
int rear = -1;
void enqueue();
void dequeue();
void display();
```

```
int main()
```

```
{
    enqueue(10);
    enqueue(20);
    enqueue(30);
    enqueue(40);
    enqueue(50);
    display();
    dequeue();
}
```

```
void enqueue(int x)
```

```
{
    if ((rear + 1) % N == front) {
        printf("Queue is full\n");
    }
    else if (front == -1 && rear == -1) {
        front = rear = 0;
        queue[rear] = x;
        printf("Enqueued: %d\n", x);
    }
    else {
        rear = (rear + 1) % N;
        queue[rear] = x;
        printf("Enqueued: %d\n", x);
    }
}
```

```
void dequeue()
```

```
{
    if (front == -1 && rear == -1) {
        printf("Queue is empty\n");
    }
    else {
        printf("Dequeued: %d\n", queue[front]);
        if (front == rear) {
            front = rear = -1;
        }
    }
}
```

```
    else {
        front = (front + 1) % N;
    }
}

void display()
{
    if (front == -1 && rear == -1) {
        printf("Queue is empty\n");
    }
    else {
        printf("Queue elements are:\n");
        int i = front;
        while (i != rear) {
            printf("%d\n", queue[i]);
            i = (i + 1) % N;
        }
        printf("%d\n", queue[rear]);
    }
}
```