

Program Circular Queue

```
#include<iostream>
using namespace std;

struct Node
{
    int data;
    struct Node*next;
};
Node*front=NULL;
Node*rear=NULL;
void enqueue(int val)
{
    if(front==NULL||NULL)
    {
        Node*newNode;
        newNode=new Node;

        newNode->data=val;
        newNode->next=NULL;

        front=newNode;
        rear=newNode;
    }
    else
    {
        Node*newNode;
        newNode=new Node;
        newNode->data=val;
        rear->next=newNode;

        newNode->next=front;
        rear=newNode;
    }
}
void dequeue()
{
    Node*n;
    n=front;
    front=front->next;
    delete(n);
}
void display()
{
    Node*ptr;
    ptr=front;
    do
    {
        cout<<ptr->data<<" ";
        ptr=ptr->next;
    }while(ptr!=rear->next);

    cout<<endl;
    cout<<endl;
```

```
}  
int main(void)  
{  
    enqueue(10);  
    enqueue(20);  
    enqueue(30);  
    enqueue(40);  
    enqueue(50);  
    enqueue(60);  
    display();  
    dequeue();  
    display();  
  
    return 0;  
}
```

Output:

10 20 30 40 50 60

20 30 40 50 60