

## double ended queue.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#define qsize 3.

int f = 0, r = -1, ch;
int item, q[10];

int isfull () {
    return (r == qsize - 1) ? 1 : 0;
}

int isempty () {
    return (f > r) ? 1 : 0;
}

void insert_rear () {
    if (isfull()) {
        printf("queue overflow");
        return;
    }

    r = r + 1;
    q[r] = item;
}

void delete_front () {
    if (isempty()) {
        printf("queue empty");
        return;
    }
}
```

```
Printf("item deleted is %d\n", q[(d)++] );
```

```
if (d > r) {
```

```
    d = 0;
```

```
    r = -1;
```

```
}
```

```
3.
```

```
void insert_front() {
```

```
    if (d != 0) {
```

```
        d = d - 1;
```

```
        q[d] = item;
```

```
        return;
```

```
}
```

```
else if ((d == 0) && (r == -1)) {
```

```
    q[++(r)] = item;
```

```
    return;
```

```
}
```

```
else
```

```
    Printf("insertion not possible\n");
```

```
4.
```

```
void delete_rear() {
```

```
    if (isempty()) {
```

```
        Printf("queue is empty");
```

```
        return;
```

```
}
```

```
Printf("item deleted is %d\n", q[(r)--]);
```

```
if (d > r) {
```

```
    d = 0;
```

```
    r = -1;
```

```
}
```

```
void display() {
```

```
    int i;
```

```
    if (isEmpty) {
```

```
        printf("queue empty \n");
```

```
        return;
```

```
    }
```

```
    for (i = 0; i <= 8; i++) {
```

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

```
    }
```

```
void main() {
```

```
    for (;;) {
```

```
        printf("1. Insert-rear \n 2. insert-front \n 3. delete-rear \n 4. delete-front \n 5. display \n 6. exit \n");
```

```
        printf("enter choice ");
```

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

```
        switch (ch) {
```

```
            case 1: printf("enter the item \n");
```

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

```
                insert_rear();
```

```
                break;
```

```
            case 2: printf("enter the item \n");
```

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

```
                insert_front();
```

```
                break;
```

case 3 : delete\_rear ();

break;

case 4 : delete\_front ();

break;

case 5 : display ();

break;

default : exit(0);

}

};