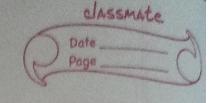


was to simulate the working of circular queue of integers using an away. Provide the Lable Circular queue. bollowing opuration: a) Just b) Dille e) Display. #include (stdio. h) #tinclude < stdlib. h> #define SIZE 3. int item; int front=0, reas=-1, q[size], count=0', void insutuar (S if (count = = SIZE) E printf ("Que overflow In"); 3 return; rear = (rear + 1) % SIZE, g[rear] = item; printf ("% d insuted enccessfully lu", item); count ++; int delete front () if (count == 0) return -1; item = g.[frond]; pont=(front+1)". SIZE", count = count -1; outurn item;

classmate void display () if(count == 0) & printf ("Queue is empty In"); y outwin &; f = front; paintf ("Contents of quive: "); for (i= 1 ; ik = count; 1++) \$ print f ("%d", 9[f]); f = (+1) % SIZE; print ("(n"); void main () int choice; for (°, °) E printf ("In 1. Insert 2. delete 3. display la"); print f ("Enter choice: "); scanf (4%, d9, & choice); switch (choice) case 1: printf ["Enter item to be inserted:") sconf (4% d', &item); insutuar(); buak;



case. 2: item=deletefront();

if (item==-1)

printf("Queue is emptyln");

else

printfla Item deleted: /d/n, item)

ease 3: display();
kuak;

default: exit (0);

4

autent: output

Rol. Insert 2. delete 3. display

Enter choice: 1

Enter the item to be insurted: 10

1. Insert 2. delete 3. display

1 ! wiards why

Enter the item to be invested : 20

1. Insut 2. delle 3. display

Enter choice; 1

Enter the item to be insulted: 30

dissente 10 Quevas. 1. Invert 2 delte 3 display Enter choice: 1 enter the item to be inserted: 40 Que overflow. 1. Iwest 2. delete 3. display Enter choice: 2. Item deleted: 40. 1. Insut 2. detete 3. display Enter chola: 1 Enter the item to be insuted: 5 1. Insert 2. delette 3. display Enter choice: 3. Conents of queue: 20 30 5 1. Insert 2. delete 3. display Extu choice: 4