Program —

```
#include <iostream>
using namespace std;
#define SIZE 5
class dequeue
{
    int a[10], front, rear, count;
public:
    dequeue();
    void add_at_beg(int);
    void add_at_end(int);
    void delete_fr_front();
    void delete_fr_rear();
    void display();
};
dequeue::dequeue()
{
    front = -1;
    rear = -1;
    count = 0;
}
void dequeue::add_at_beg(int item)
    int i;
    if (front == -1)
        front++;
        rear++;
        a[rear] = item;
        count++;
    else if (rear >= SIZE - 1)
        cout << "\nInsertion is not possible,overflow!";</pre>
    }
    else
    {
        cout << "\nInsertion is not possible,overflow!";</pre>
        for (i = count; i >= 0; i--)
        {
            a[i] = a[i - 1];
        a[i] = item;
        count++;
        rear++;
    }
}
void dequeue::add_at_end(int item)
{
    if (front == -1)
        front++;
        rear++;
```

```
a[rear] = item;
        count++;
    }
    else if (rear >= SIZE - 1)
        cout << "\nInsertion is not possible,overflow!";</pre>
        return;
    }
    else
    {
        a[++rear] = item;
    }
}
void dequeue::display()
{
    for (int i = front; i <= rear; i++)</pre>
         cout << a[i] << "\n";</pre>
    }
}
void dequeue::delete_fr_front()
    if (front == -1)
        cout << "Deletion is not possible: Dequeue is empty";</pre>
        return;
    }
    else
    {
        if (front == rear)
             front = rear = -1;
             return;
         }
        cout << "The deleted element is " << a[front];</pre>
        front = front + 1;
    }
}
void dequeue::delete_fr_rear()
{
    if (front == -1)
        cout << "Deletion is not possible: Dequeue is empty";</pre>
        return;
    }
    else
    {
         if (front == rear)
         {
             front = rear = -1;
        cout << "The deleted element is " << a[rear];</pre>
         rear = rear - 1;
    }
}
```

```
int main()
    int c, item;
    dequeue d1;
    do
    {
         cout << "\n\n****DEQUEUE OPERATION****\n";</pre>
         cout << "\n1-Insert at beginning";</pre>
         cout << "\n2-Insert at end";</pre>
         cout << "\n3 Display";</pre>
         cout << "\n4_Deletion from front";</pre>
         cout << "\n5-Deletion from rear";</pre>
         cout << "\n6_Exit";</pre>
         cout << "\nEnter your choice:";</pre>
         cin >> c;
         switch (c)
         {
         case 1:
             cout << "Enter the element to be inserted:";</pre>
             cin >> item;
             d1.add_at_beg(item);
             break;
         case 2:
             cout << "Enter the element to be inserted:";</pre>
             cin >> item;
             d1.add_at_end(item);
             break;
         case 3:
             d1.display();
             break;
         case 4:
             d1.delete_fr_front();
             break;
         case 5:
             d1.delete_fr_rear();
             break;
         case 6:
             exit(1);
             break;
         default:
             cout << "Invalid choice";</pre>
             break;
         }
    } while (c != 7);
    return 0;
```

{

}

Output-



