

LAB5- LINEAR QUEUE

— WAP to simulate the working of a queue of integers using an array. Provide the following operation

a) Insert

b) Delete

c) Display.

The program should print appropriate message for queue empty and queue overflow conditions.

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

```
#include <stdlib.h>
```

```
int item, front = 0, rear = -1, q[10]
```

```
#define QUEUE_SIZE 3
```

```
int item, front = 0, rear = -1, q[10];
```

```
void insertRear (int n) {
```

```
{
```

```
    if (rear == n-1)
```

```
    {
```

```
        printf("Queue Overflow \n");
```

```
    }
```

```
    else
```

```
    {
```

```
        rear = rear + 1;
```

```
    q[rear] = item;  
    }  
}
```

int deleteFront ()

```
{  
    if (front > rear)  
    {  
        front = 0;  
        rear = -1;  
        return -1;  
    }  
}
```

```
    return q[front++];  
}
```

void display ()

```
{  
    int i;  
    if (front > rear)  
    {  
        printf ("Queue is empty \n");  
    }  
    printf ("Contents of the Queue \n");  
    for (i = front; i <= rear; i++)  
    {  
        printf ("%d \n", q[i]);  
    }  
}
```

```
}  
}
```

```
int main()  
{
```

```
    int n;
```

```
    printf ("Enter size of Queue: \n");
```

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

```
    int choice = 0;
```

```
    for (i:)
```

```
    {
```

```
        printf ("\n: 1. Insert Rear \n 2. Delete Front \n 3. Display  
        \n 4. Exit \n");
```

```
        printf ("Enter the choice \n");
```

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

```
        switch (choice)
```

```
        {
```

```
            case 1: printf ("Enter the item to be  
                        inserted \n");
```

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

```
                    insertRear (n);
```

```
                    break;
```

```
            case 2: item = deleteFront ();
```

```
                    if (item == -1)
```

```
                    { printf ("Queue is empty \n");
```

else

printf("Item deleted = %d\n", item);

break;

case 3: display();

break;

~~default:~~;

~~break;~~

default: exit(0)

break;

}

}

}