

Write a program to stimulate the working of a queue of integers using an array. Provide the following operations :Insert, Delete, Display. The program should print appropriate messages for queue empty and queue overflow conditions.

```
# include <stdio.h>

# define MAX 5

int queue[MAX];
int front=-1;
int rear=-1;
void insert(int val){
    if(rear==MAX-1){
        printf("queue is full\n");
    }
    else{
        if(front==-1){
            front=0;
        }
        rear++;
        queue[rear]=val;
    }
}

void delete(){
    if (front==-1 || front>rear){
        printf("queue is empty\n");
    }
    else{
        printf("deleted element is %d \n",queue[front]);
    }
}
```

```

        front++;
    }
}

void display(){
    if(front==-1 || front>rear){
        printf("queue is empty\n");
    }
    else{
        printf("queue elements are: \n");
        for(int i=front;i<=rear;i++){
            printf("%d\n",queue[i]);
        }
    }
}

int main(){
    int choice;
    int val;
    while(1){
        printf("Queue operations\n");
        printf(" 1)insert \n 2)delete \n 3)display \n4)exit\n");
        printf("Enter your choice: \n");
        scanf("%d",&choice);
        switch(choice){

            case 1:
                printf("enter value to insert: \n");

```

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

insert(val);

break;

case 2:

delete();

break;

case 3:

display();

break;

case 4:

printf("Exiting program \n");

return 0;

default:

printf("Invalid choice\n");

}

}

return 0;
}
```

Output:

```
PS C:\Users\n6787\OneDrive\Desktop> cd "c:\Users\n6787\OneDrive\Desktop\c\big.c" ; if ($?) { gcc queue.c -o queue } ; if ($?) { .\queue }

Queue operations
1)insert
2)delete
3)display
4)exit
Enter your choice:
1
enter value to insert:
2
Queue operations
1)insert
2)delete
3)display
4)exit
Enter your choice:
1
enter value to insert:
3
Queue operations
1)insert
2)delete
3)display
4)exit
Enter your choice:
3
queue elements are:
2
3
Queue operations
1)insert
2)delete
3)display
4)exit
Enter your choice:
2
deleted element is 2
Queue operations
1)insert
2)delete
3)display
```

```
4)exit
Enter your choice:
4
Exiting program
```