

# 1) Circular Queue:

```
#include<stdio.h>

#include<stdlib.h>

#include<process.h>

#define que_size 3

int item,front=0,rear=-1,q[que_size],count=0;

void insertrear()
{
    if(count==que_size)
    {
        printf("queue overflow");
        return;
    }
    rear=(rear+1)%que_size;
    q[rear]=item;
    count++;
}

int deletefront()
{
    if(count==0) return -1;
    item = q[front];
    front=(front+1)%que_size;
    count=count-1;
    return item;
}
```

```

void displayq()
{
    int i,f;
    if(count==0)
    {
        printf("queue is empty");
        return;
    }
    f=front;
    printf("contents of queue \n");
    for(i=0;i<=count;i++)
    {
        printf("%d\n",q[f]);
        f=(f+1)%que_size;
    }
}

void main()
{
    int choice;
    for(;;)
    {
        printf("\n1.Insert rear \t2.Delete front \t3.Display \t4.exit \n ");
        printf("Enter the choice : ");
        scanf("%d",&choice);
        switch(choice)
        {

```

```
case 1:printf("Enter the item to be inserted :");  
        scanf("%d",&item);  
        insertrear();  
        break;  
case 2:item=deletefront();  
        if(item== -1)  
            printf("queue is empty\n");  
        else  
            printf("item deleted is %d \n",item);  
        break;  
case 3:displayq();  
        break;  
default:exit(0);  
}  
  
}  
  
}
```

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```
1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 1
Enter the item to be inserted :10

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 1
Enter the item to be inserted :20

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 1
Enter the item to be inserted :30

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 1
Enter the item to be inserted :40
queue overflow
1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 3
contents of queue
10
20
30
10

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 2
item deleted is 10

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 3
contents of queue
20
```

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```
1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 3
contents of queue
20
30
10

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 1
Enter the item to be inserted :50

1.Insert rear  2.Delete front  3.Display      4.exit
Enter the choice : 4

Process returned 0 (0x0)   execution time : 60.847 s
Press any key to continue.
```

## 2) D-queue:

```
#include<stdio.h>

#include<conio.h>

#include<process.h>

#define qsize 5

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\n");

        return;

    }

    r=r+1;

    q[r]=item;

}

void delete_front()

{

    if(isempty())
```

```

    {
        printf("queue empty\n");
        return;
    }
    printf("item deleted is %d\n",q[(f)++]);
    if(f>r)
    {
        f=0;
        r=-1;
    }
}

void insert_front()
{
    if(f!=0)
    {
        f=f-1;
        q[f]=item;
        return;
    }
    else if((f==0)&&(r== -1))
    {
        q[++(r)]=item;
        return;
    }
    else
        printf("insertion not possible\n");
}

void delete_rear()
{
    if(isempty())
    {
        printf("queue is empty\n");
    }
}

```

```

        return;
    }
    printf("item deleted is %d\n",q[(r)--]);
    if(f>r)
    {
        f=0;
        r=-1;
    }
}

void display()
{
    int i;
    if(isempty())
    {
        printf("queue empty\n");
        return;
    }
    for(i=f;i<=r;i++)
        printf("%d\n",q[i]);
}

void main()
{
    clrscr();
    for(;;)
    {
        printf("1.insert_rear\n2.insert_front\n3.delete_rear\n4.delete_front\n5.display\n6.exit\n");
        printf("enter choice\n");
        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);
    }
}
getch();
}
```



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```
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
1
enter the item
10
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
1
enter the item
20
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
1
enter the item
30
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
1
enter the item
40
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
1
enter the item
50
1.insert_rear  2.insert_front  3.delete_rear  4.delete_front  5.display
6.exit
enter choice
```

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```
enter the item
50
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
5
10
20
30
40
50
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
1
enter the item
60
queue overflow
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
3
item deleted is 50
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
4
item deleted is 10
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
2
enter the item
```

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```
enter choice
4
item deleted is 10
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
2
enter the item
60
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
2
enter the item
70
insertion not possible
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
5
60
20
30
40
1.insert_rear    2.insert_front    3.delete_rear    4.delete_front    5.display
6.exit
enter choice
```