Program 3b

Write A Program to simulate the working of a circular 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

Code:

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 5
int queue[MAX];
int front = -1;
int rear = -1;
int isFull() {
  return (front == (rear + 1) % MAX);
}
int isEmpty() {
  return (front == -1);
}
void insert(int value) {
  if (isFull()) {
     printf("Queue Overflow: Unable to insert %d\n", value);
     return;
  if (isEmpty()) {
     front = 0; // Set front to 0 if the queue is empty
  rear = (rear + 1) \% MAX;
  queue[rear] = value;
  printf("Inserted %d into the queue\n", value);
}
void delete() {
  if (isEmpty()) {
     printf("Queue Underflow: Unable to delete from the queue\n");
     return;
  int deletedValue = queue[front];
  if (front == rear) {
     front = -1; // Queue becomes empty
     rear = -1;
  } else {
     front = (front + 1) \% MAX;
```

```
printf("Deleted %d from the queue\n", deletedValue);
}
void display() {
  if (isEmpty()) {
     printf("Queue is empty\n");
     return;
  printf("Queue elements: ");
  int i = front;
  while (1) {
     printf("%d ", queue[i]);
     if (i == rear) break;
     i = (i + 1) \% MAX;
  printf("\n");
}
int main() {
  int choice, value;
  while (1) {
     printf("\nCircular Queue Operations:\n");
     printf("1. Insert\n");
     printf("2. Delete\n");
     printf("3. Display\n");
     printf("4. Exit\n");
     printf("Enter your choice: ");
     scanf("%d", &choice);
     switch (choice) {
       case 1:
          printf("Enter value to insert: ");
          scanf("%d", &value);
          insert(value);
          break;
       case 2:
          delete();
          break;
       case 3:
          display();
          break;
        case 4:
          exit(0);
       default:
          printf("Invalid choice. Please try again.\n");
     }
  }
  return 0;
```

```
}
```

```
Circular Queue Operations:

1. Insert

2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter value to insert: 85
Inserted 85 into the queue

Circular Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter value to insert: 56
Inserted 56 into the queue

Circular Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements: 85 56

Circular Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue elements: 85 56

Circular Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 2
Deleted 85 from the queue
```



