WEEK 5

Date

Saathi

I mplementing circular Queue

```
#include <stdio.h>
# define MAX 5
int Queue[MAX]
int front = -1, rear = -1
void insert (Void);
int delete (Void);
void display(Void);
int main()
{
  int option, val
  clrscr()
  do
  {
      printf ("\n1: Insert\n");
      printf ("\n2: Delete\n");
      printf ("\n3: Display\n");
      printf ("Enter your option\n");
      scanf ("%d", &option);
      switch (option)
      {
          case 1:
              insert()
              break;

          case 2:
              val = delet();
              if (val != -1)
              printf ("Deleted Number is %d\n",
                                    val);
              break;

          case3: display()
              break
  } }
```

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```
{ while(option != 5)
  return 0

Void insert()
{
    int num;
    printf("Enter the number to be added\n");
    scanf("%d", &num);
    if (front == 0 && rear == MAX-1)
        printf("overflow\n");

    else if (front == -1 && rear == -1)
    {
        front = rear = 0
        queue[rear] = num
    }

    else if (rear == MAX-1 && front != 0)
    {
        rear = 0
        queue[rear] = num;
    }
    else
    {
        rear ++
        queue[rear] = num
    }
}
```

```
int delete()
{
  int val
  if (front == -1 && rear == -1)
  {
     printf("\n Underflow");
     return -1
  }
  val = queue[front]
  if (front == rear)
  {
     front = rear = -1
  }
  else
  {
     if (front = Max-1)
        front = 0
     else
        front++
  }
return val
}
void display()
{
  int i
  printf("\n");
  if (front == -1 && rear == -1)
     print("\n Queue is empty");
  else
  {
     if (front < rear)
```

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```
{
    for(int i = front; i<max; i++)
        printf("%d", queue[i]);
    for(i=0;
}
else
{
    for(int i = front; i<Max; i++)
        printf("%d", queue[i]);
    for(int i=0; i<= rear; i++)
        printf("%d\n", queue[i]);
}
}
}
```

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OUTPUT

1: INSERT
2: DELETE
3: DISPLAY
4: EXIT
Enter your option
1

Enter the number to be inserted
10

1: INSERT
2: DELETE
3: DISPLAY
4: EXIT
Enter your option
3

10

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Implementing Linear Queue

```
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
#define max 5
int q[max]
int front=-1, rear=-1
void insert();
int delete();
void display();
int main()
{
    int option, val
    printf("*** Menu ***\n");
    printf("1: Insert\n");
    printf("2: Delete\n");
    printf("3: Display\n");
    printf("4: exit\n");
    printf("Enter the option\n");
    scanf("%d", &option);
    switch(option)
    {
        case 1:
            insert()
            break;

        case 2:
            val=delete();
            if(val!=-1)
                printf("Item deleted
                is: %d\n",
```

```
        break;

    case 3:
            display();
            break;

    case 4:
            exit(0)
    }

} while(option!=5);
  return 0

}


void insert()
{
   int num;
   printf("Enter the item to be inserted\n");
   scanf("%d", &num);
   if (rear == max-1)
   {
      printf("overflow\n");
   }
   if (front==-1 && rear==-1)
   {
        front=0;
        rear =0;
        q[rear]=num;
   }
   else
   {
        rear++;
        q[rear]=num;
```

```
int delete()
{
    int val
    if( front==-1 || front>rear)
    {
        printf("UNDERFLOW\n");
        return -1;
    }
    else
    {
        val = q[front]
        front++;
        if( front>rear)
            front=-1;
            rear=-1;
        }
        return val
    }
}

void display()
{
    if( front==-1 || front>rear)
        printf("Queue is Empty\n");
    else
    {
        for(int i = front; i<=rear; i++
            printf("%d\n", q[i]);
        }
    }
}
```

OUTPUT

```
1: Insert
2: Delete
3: Display
Enter your option
1
Enter the number to inserted
2

1: insert
2: Delete
3: Display
4: exit
Enter your option
1
Enter the number to be inserted
6
1: insert
2: Delete
3: display
4: exit
Enter your option
3

2
6
```