

```
// CPP program for array
// implementation of queue
#include <bits/stdc++.h>

using namespace std;

// A structure to represent a queue

class Queue {

public:

    int front, rear, size;

    unsigned capacity;

    int* array;
};

// function to create a queue
// of given capacity.
// It initializes size of queue as 0
Queue* createQueue(unsigned capacity)
{

    Queue* queue = new Queue();

    queue->capacity = capacity;
```

```
queue->front = queue->size = 0;
```

```
// This is important, see the enqueue
```

```
queue->rear = capacity - 1;
```

```
queue->array = new int[queue->capacity];
```

```
return queue;
```

```
}
```

```
// Queue is full when size
```

```
// becomes equal to the capacity
```

```
int isFull(Queue* queue)
```

```
{
```

```
    return (queue->size == queue->capacity);
```

```
}
```

```
// Queue is empty when size is 0
```

```
int isEmpty(Queue* queue)
```

```
{
```

```
    return (queue->size == 0);
```

```
}
```

```
// Function to add an item to the queue.
```

```
// It changes rear and size
```

```
void enqueue(Queue* queue, int item)
```

```
{
```

```
    if (isFull(queue))
```

```
        return;
```

```
    queue->rear = (queue->rear + 1)
```

```
        % queue->capacity;
```

```
    queue->array[queue->rear] = item;
```

```
    queue->size = queue->size + 1;
```

```
    cout << item << " enqueued to queue\n";
```

```
}
```

```
// Function to remove an item from queue.
```

```
// It changes front and size
```

```
int dequeue(Queue* queue)
```

```
{
```

```
    if (isEmpty(queue))
```

```
return INT_MIN;
```

```
int item = queue->array[queue->front];
```

```
queue->front = (queue->front + 1)
```

```
    % queue->capacity;
```

```
queue->size = queue->size - 1;
```

```
return item;
```

```
}
```

```
// Function to get front of queue
```

```
int front(Queue* queue)
```

```
{
```

```
    if (isEmpty(queue))
```

```
        return INT_MIN;
```

```
    return queue->array[queue->front];
```

```
}
```

```
// Function to get rear of queue
```

```
int rear(Queue* queue)
```

```
{
```

```
    if (isEmpty(queue))

        return INT_MIN;

    return queue->array[queue->rear];
}

// Driver code

int main()
{

    Queue* queue = createQueue(1000);

    enqueue(queue, 10);

    enqueue(queue, 20);

    enqueue(queue, 30);

    enqueue(queue, 40);

    cout << dequeue(queue)

    << " dequeued from queue\n";
```

```
cout << "Front item is "
```

```
<< front(queue) << endl;
```

```
cout << "Rear item is "
```

```
<< rear(queue) << endl;
```

```
return 0;
```

```
}
```