

Lab program 3

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define N 5
```

```
int queue[N];
```

```
int front = -1;
```

```
int rear = -1;
```

```
void enqueue(int x)
```

```
{
```

```
    if (rear == N - 1)
```

```
    {
```

```
        printf("Queue Overflow\n");
```

```
    }
```

```
    else if (front == -1 && rear == -1)
```

```
    {
```

```
        front = rear = 0;
```

```
        queue[rear] = x;
```

```
        printf("inserted element=%d",x);
```

```
    }
```

```
    else
```

```
    {
```

```
        rear++;
```

```
        queue[rear] = x;
```

```
        printf("inserted element=%d",x);
```

```
    }
```

```
}
```

```
void deque()
```

```
{
```

```
if (front == -1 && rear == -1)
{
    printf("Queue is empty\n");
}
else if (front == rear)
{
    printf("Deleted element = %d\n", queue[front]);
    front = rear = -1;
}
else
{
    printf("Deleted element = %d\n", queue[front]);
    front++;
}
}
```

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

```
}
```

```
void peek()
```

```
{
```

```
    if (front == -1 && rear == -1)
```

```
    {
```

```
        printf("Queue is empty\n");
```

```
    }
```

```
    else
```

```
    {
```

```
        printf("Front element = %d\n", queue[front]);
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    int ch, x;
```

```
    while (1)
```

```
    {
```

```
        printf("\nEnter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit ");
```

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

```
        switch (ch)
```

```
        {
```

```
        case 1:
```

```
            printf("Enter element to insert: ");
```

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

```
            enqueue(x);
```

```
            break;
```

```
        case 2:
```

```
            deque();
```

```
            break;
```

```

case 3:
    display();
    break;
case 4:
    peek();
    break;
case 5:
    exit(0);
default:
    printf("Choice out of range\n");
}
}
return 0;
}

```

```

inserted element=20
Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 1
Enter element to insert: 30
inserted element=30
Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 3
Queue elements: 10 20 30

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 4
Front element = 10

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 2
Deleted element = 10

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 2
Deleted element = 20

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 2
Deleted element = 30

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 2
Queue is empty

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 3
Queue is empty

Enter your choice:1. Enqueue 2. Dequeue 3. Display 4. Peek 5. Exit 5

Process returned 0 (0x0)   execution time : 39.150 s
Press any key to continue.
|

```

