

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

```
#include<conio.h>
```

```
#include
```

```
#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()
```

```
{
```

```
for(;;)
```

```
{
```

```
printf("\n*****
```

```
printf("1.insert_rear\n2.insert_front\n3.delete_rear\,
```

```
printf("enter choice: ");
```

```
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);

}
```

```
printf("\n *****.  
    }  
}
```