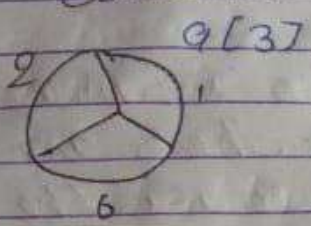


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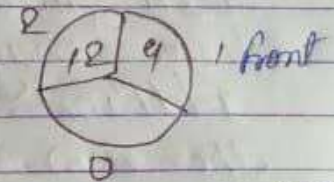
Circular Queue



Formula

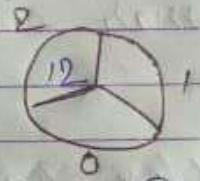
Queue Empty
 front = -1
 Rear = -1

i) if front = 0
 and rear = last
 then Que is full.



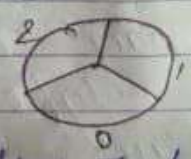
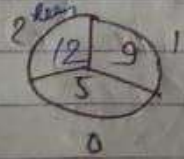
After 1st Addition
 front = 0
 Rear = 0

After 1st Deletion
 front = 1
 Rear = 2



After 2nd Addition
 front = 0
 Rear = 1

After 2nd Deletion
 front = 2
 Rear = 2



After 3rd Addition
 front = 0
 Rear = 2
 Queue Full

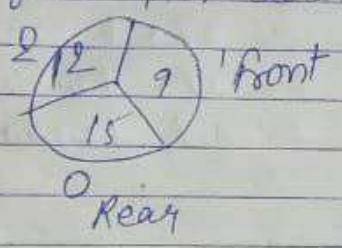
After 3rd Deletion
 Queue Empty
 front = rear = 2

Formula.
 If front is just after rear of a Queue is full.

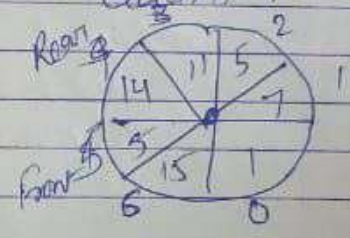
If $rear + 1 = front$ then Queue full.

After one deletion we can add a new element in the given Que. (in blank space)

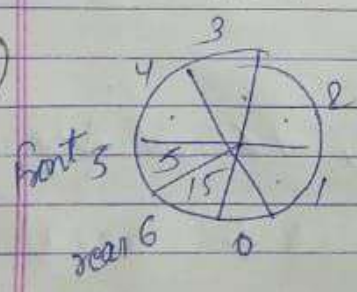
After 4th addition



(ii) After 9 new addition



(i)



After ~~5th~~ 4th deletion front reach on 5 number

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```
#include <stdio.h>
#include <conio.h>
int main ( )
{
void addque (int *a, int *front, int *rear,
void delque (int *a, int *front, int *rear);
```

```
int a[5];
int front, rear;
front = rear = -1;
addque (a, &front, &rear);
addque (a, &front, &rear);
addque (a, &front, &rear);
delque (a, &front, &rear);
getch ();
return ();
}
```

```
void addque (int *a, int *front, int *rear)
{
if ( *front == 0 || *rear == 4 )
|| ( *rear + 1 == *front )
{
printf ( "\n overflow" );
return ;
}
}
```

```
(#rear)++;  
printf("\n Enter value to add");  
scanf("%d", &a[#rear]);  
if (#rear == 4)  
    #rear == 0;  
else  
    (#rear)++ ;  
if (#front == -1)  
    front = 0;  
}
```

```
void delque (int #c, int#front, int#rear)  
{  
    if (#front == -1)  
    {  
        printf("Underflow");  
        return ;  
    }  
    printf ("deleted value is %d" (#front));  
    a[#front] = 0 ;  
    if (#front == 4)  
        #front = 0 ;  
    else if (#front == #rear)  
        #front = #rear == -1  
    else  
        (#front)++ ;  
}
```

Linear que. \Rightarrow

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```
#include <stdio.h>
#include <conio.h>
int main ( )
{
void addque (int *s, int *front, int *rear);
void delque (int *s, int *front, int *rear);
int s [5];
int front, rear;
front = rear = -1;
addque (s, &front, &rear);
addque (s, &front, &rear);
addque (s, &front, &rear);
delque (s, &front, &rear);
delque (s, &front, &rear);
getch();
return 0;
}
```

```
void adddel que (int *s, int *front, int *rear)
```

```
{
if (*rear == 4)
```

```
{
printf ("\n Overflow");
return;
}
```

```
{
```

```
printf ("Enter Value to add");
*rear ++;
```

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```
scanf ("%d", &a[rear]);  
if (&front == -1)  
    front = 0;  
}
```

```
void delque (int &s, int &front, int &rear)  
{  
    if (&front == -1)  
    {  
        printf ("Underflow");  
        return;  
    }  
}
```

```
printf ("deleted value is %d", a[front]);  
a[front] = 0;  
if (&front == &front  
    *rear)  
    &front == &rear == -1;  
else  
    (&front)++;  
}
```


1) Input Restricted Deque \Rightarrow



In this type of Deque deletion can be done from both side but addition can be done from only one side. This is because it has front ~~from~~ at both end but rear at only one end.

(ii) Output Restricted Deque \Rightarrow



This type of Deque has rear at both ends but front at only one end. That is why additions can be done from both ends deletion but Deletion from only one end.

DeQueue Programs.

```
#include <stdio.h>
#include <conio.h>
int main ()
{
void addbeg (int *a, int &front, &rear);
void delbeg (int *a, int *front, *rear);
// void addlast (int *a, int *front, *rear);
void dellast (int *a, int *front, *rear);
int a[5] = {0,0,0,0,0};
int front, rear;
front = rear = -1;
addbeg (a, &front, &rear);
addbeg (a, &front, &rear);
addbeg (a, &front, &rear);
delbeg (a, &front, &rear);
del last (a, &front, &rear);
getch ();
return 0;
}
```

```
void addbeg (int *a, int *front, int *rear)
{
int i, ctr, m;
if (*front == 0 && *rear == 4)
{
printf ("Overflow");
}
```

```
return ;  
}  
if (*front == -1 && *rear == -1) ||  
    Add first node  
{  
    *front = rear = 0 ;  
    printf ("Enter new value");  
    scanf ("%d", &a [*front]);  
}
```

```
else if (*front > 0) || space in  
beginning
```

```
{  
    (*front)-- ;  
    printf ("Enter new value");  
    scanf ("%d", &a [*front]);  
}
```

```
else if (*front == 0 && rear < 4) ||  
NO space in the beginning but in  
Last
```

```
{  
    Count the number of filled up  
    nodes  
    cnt = 0  
    for (i = 0; i < 5; i++)  
    {  
        if (a [i] != 0)  
            cnt++ ;  
    }  
}
```

// Right Shift begins

```
m = x.rear + 1;  
for (i = 1; i <= chr; i++)  
{  
    a[m] = a[m-1];  
    m--;  
}
```

```
printf ("Enter new value");  
scanf ("%d", &a[m]);  
(x.rear)++;  
}
```

To be continued. Other functions on next day