

When do you get error message "Queue overflow" and "Queue underflow"? Explain with example.

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Queue overflow results from trying to add an element onto a full queue and queue underflow happens when trying to remove an element from an empty queue. A bounded queue is a queue limited to a fixed number of items.

```
void enqueue(int value) {
    if(rear == SIZE-1)
        printf("\nOverflow. Queue is Full.");
    else{
        if(front == -1)
            front = 0;
        rear++;
        queue[rear] = value;
        printf("\nInsertion was successful");
    }
}

void dequeue() {
    if(front == rear)
        printf("\nUnderflow. Queue is Empty.");
    else{
        printf("\nDeleted item is: %d",
            queue[front]);
        front++;
        if(front == rear)
            front = rear = -1;
    }
}
```