```
#include<stdio.h>
#define SIZE 5
int circularqueue[SIZE];
int front=-1;
int rear=-1;
void insert(int value)
    if(front=(rear+1)%SIZE)
        printf("Circular queue is full.Cannot insert %d \n", value);
        return;
    if(front==-1 && rear==-1)
        front=0;
        rear=0;
    else
        rear == (rear + 1) %SIZE;
    circularqueue[rear]=value;
    printf("Inserted: %d \n", value);
int delete()
    if(front==-1 && rear==-1 )
        printf("Circular queue is empty.Cannot delete\n");
        return -1;
    int item=circularqueue[front];
    if(front==rear)
```

```
front=-1;
         rear=-1;
     }
     else
     1
         front==(front+1)%SIZE;
     printf("Deleted: %d \n",item);
     return item;
void display()
     if (front==-1 && rear==-1)
         printf("Circular queue is empty \n");
         return:
    printf("Circular queue contents: ");
     if(front<=rear)</pre>
         for(int i=front;i<=rear;i++)</pre>
             printf("%d \t", circularqueue[i]);
         printf("\n");
     }
     else
     4
         for(int i=front;i<SIZE;i++)</pre>
         €
             printf("%d \t", circularqueue[i]);
         for(int i=0;i<=rear;i++)
         €
              printf("%d \t", circularqueue[i]);
         }
```

```
4
             printf("%d \t",circularqueue[i]);
        for(int i=0;i<=rear;i++)</pre>
             printf("%d \t",circularqueue[i]);
        printf("\n");
    }
int main()
1
    int choice, value;
    do
    1
        printf("\n 1.INSERT \n 2.DELETE \n 3.DISPLAY \n 4.EXIT\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        switch (choice)
             case 1:printf("Enter the value to be inserted: ");
                    scanf("%d", &value);
                    insert (value);
                    break;
             case 2:delete();
                    break;
             case 3:display();
                    break;
             case 4:printf("Exiting\n");
                    break:
    } while(choice!=4);
return 0;
```

```
1.INSERT
 2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 1
Enter the value to be inserted: 12
Inserted: 12
1. INSERT
2. DELETE
3.DISPLAY
4.EXIT
Enter your choice: 1
Enter the value to be inserted: 23
Inserted: 23
1. INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 2
Deleted: 0
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 2
Deleted: 0
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 3
Circular queue contents: 0 0 0
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 4
Exiting
Process returned 0 (0x0) execution time : 14.938 s
Press any key to continue.
```