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

```
}
    printf("Deleted: %d\n",item);
    return item:
- }
void display()
- {
    if(rear == -1 && front == -1)
         printf("Queue is empty\n");
         return;
    }
    printf("Queue contents:");
    for(int i=front;i<=rear;i++)</pre>
         printf("%d\t", queue[i]);
    printf("\n");
- }
int main()
- {
    int choice, value;
    do
     {
         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;
```

```
-----,
    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;
    default:printf("Invalid choice \n");
} while(choice!=4);
return 0;
```

```
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 1
Enter the value to be inserted: 10
Inserted: 10
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 1
Enter the value to be inserted: 20
Inserted: 20
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 3
Queue contents:10 20
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 2
Deleted: 10
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 2
Deleted: 20
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 2
Queue is empty. Cannot delete
1.INSERT
2.DELETE
3.DISPLAY
4.EXIT
Enter your choice: 3
Queue is empty
```

```
2.DELETE
 3. DISPLAY
 4.EXIT
Enter your choice: 2
Queue is empty.Cannot delete
 1.INSERT
 2. DELETE
 3.DISPLAY
 4.EXIT
Enter your choice: 3
Queue is empty
 1.INSERT
 2.DELETE
 3.DISPLAY
 4.EXIT
Enter your choice: 4
Exiting
Process returned 0 (0x0) execution time : 14.735 s
Press any key to continue.
```

1.INSERT