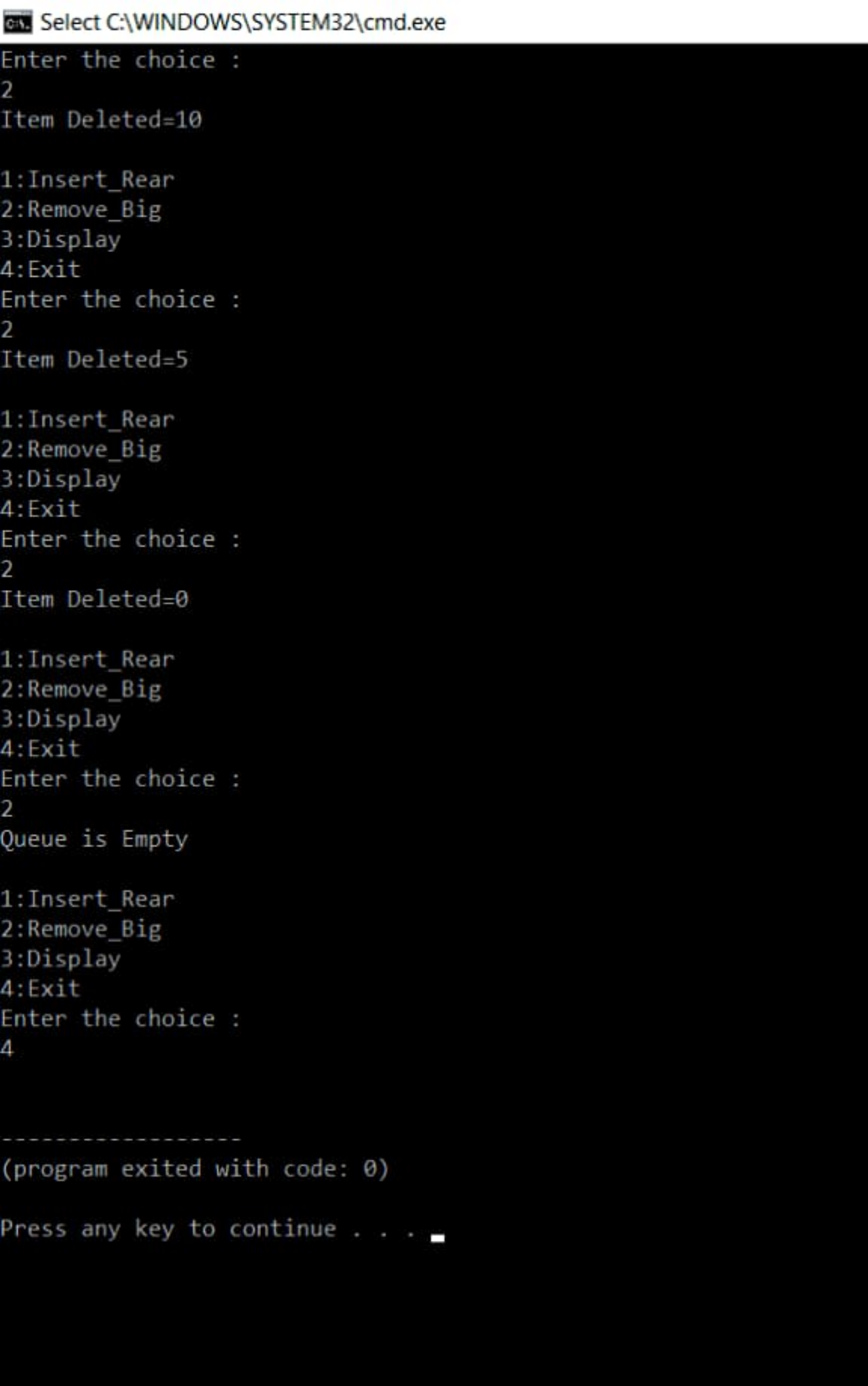
```c
#include <stdio.h>
#include <stdlib.h>
#define SIZE 3

int PQ[SIZE];
int count = 0;
int flag = 0;

void insert_rear(int pr){
   int i = 0;
      if(count==SIZE)
      {
          printf("Queue Overflow\n");
          return;
      }
      if(count == 0)
      {
         PQ[count++] = pr;
      }
    else{
         for(i = count - 1; i >= 0; i-- )
         {
           if(pr>PQ[i]){
           PQ[i+1] = PQ[i];
         }else
         {
          break;
         }
        }
         PQ[i+1] = pr;
         count++;
      }

}

int Remove_Big()
{
 return PQ[flag++];
```

```
{
 return PQ[flag++];
}
void display()
{
 int i;
if (count==0)
{
 printf("Queue is Empty\n");
 return;
}
printf("Contents of Queue: \n");
for(i=flag;i<count;i++)
{
 printf("%d\n",PQ[i]);
}
}

int main() {
    int choice,item;
    for(;;)
    {
        printf("\n1:Insert_Rear\n2:Remove_Big\n3:Display\n4:Exit\n");
        printf("Enter the choice :\n");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:printf("Enter the Item to be Inserted :\n");
            scanf("%d",&item);
            insert_rear(item);
            break;
            case 2:item=Remove_Big();
            if(item==-1)
            printf("Queue is Empty\n");
            else
            printf("Item Deleted=%d\n",item);
            break;
            case 3:display();
```

```
}
printf("Contents of Queue: \n");
for(i=flag;i<count;i++)
{
 printf("%d\n",PQ[i]);
}
}

int main() {
    int choice,item;
    for(;;)
    {
        printf("\n1:Insert_Rear\n2:Remove_Big\n3:Display\n4:Exit\n");
        printf("Enter the choice :\n");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:printf("Enter the Item to be Inserted :\n");
            scanf("%d",&item);
            insert_rear(item);
            break;
            case 2:item=Remove_Big();
            if(item==-1)
            printf("Queue is Empty\n");
            else
            printf("Item Deleted=%d\n",item);
            break;
            case 3:display();
            break;
            default:exit (0);

        }

    }

  }
```

C:\WINDOWS\SYSTEM32\cmd.exe

```
1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
1
Enter the Item to be Inserted :
5

1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
1
Enter the Item to be Inserted :
10

1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
1
Enter the Item to be Inserted :
15

1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
3
Contents of Queue:
15
10
5

1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
2
Item Deleted=15

1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
```


Select C:\WINDOWS\SYSTEM32\cmd.exe
Enter the choice :
2
Item Deleted=10
1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
2
Item Deleted=5
1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
2
Item Deleted=0
1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
2
Queue is Empty
1:Insert_Rear
2:Remove_Big
3:Display
4:Exit
Enter the choice :
4
(program exited with code: 0)
Press any key to continue . . .