```
#include <stdio.h>
#define size 5
int queue [size]
int front = -1;
int rear = -1;
void enqueue (int x)
{
  if ( rear = size -1)
     printf (" Queue is full \n");
  else if ( front == -1 && rear == -1)
     {
        front++;
        rear ++;
        queue [rear] = x;
     }
  else
     rear ++;
     queue [rear] = x;
  }
}

int dequeue ( )
{
   int x;
    if ( front == -1)
    return -1;
    else
   {   x = queue [front] ;
       front ++;
      if ( front > rear)
```

```
    {
        front = -1;
        rear = -1;
    }
    return x;
    }
}

Void display ()
{
    int i;
    if (front == -1)
     printf ("Queue is empty \n");
    else
    {
     printf ("The queue is : \n");
    for (i= front ; i<= rear ; i++)
     {  printf ("%d", queue[i]);
     }
}
}
  int main ()
{ int i;
   int x;
   do {
        printf ("\n 1. Insert to Queue");
        printf ("\n 2. delete from the Queue);
        printf ("\n 3. Display the content ");
        printf ("\n 4. Exit \n");
        printf (" . Enter the option : ");
         scanf ("%d", &i);
```

```
switch (i)
{
  case1 : printf ("Enter the element \n");
          scanf ("%d", &x);
          enqueue (x);
          break;
  case 2 : x = dequeue ();
          if (x == -1)
          printf ("Queue is empty \n");
          else
          printf ("Removed element from the
                   queue %d", x);
          break;
  case 3 : display ()
          break;
   case 4 : break;
   }
}
   while ( i != 4 );
   return 0;
}
```