

Queue implementation.

insert()

{

    ' Check for overflow. overflow.

    else if (IsEmpty())

    {

        front ← rear ← 0

    }

    else

    {

        rear ← rear + 1

    }

    A[rear] ← x

    }

delete()

{

    if (IsEmpty())

        printf("Queue is Empty")

    else if (front >= rear)

    {

        front ← rear ← -1

    }

    else {

        front ← front + 1

    }

}