**Queue using an Array**

#include <stdio.h>

#define MAX 50

int queue\_array[MAX];

int rear = - 1;

int front = - 1;

main()

{

int choice;

while (1)

{

printf("1.Insert element to queue \n");

printf("2.Delete element from queue \n");

printf("3.Display all elements of queue \n");

printf("4.Quit \n");

printf("Enter your choice : ");

scanf("%d", &choice);

switch (choice)

{

case 1:

insert();

break;

case 2:

delete();

break;

case 3:

display();

break;

case 4:

exit(1);

default:

printf("Wrong choice \n");

} /\*End of switch\*/

} /\*End of while\*/

} /\*End of main()\*/

insert()

{

int add\_item;

if (rear == MAX - 1)

printf("Queue Overflow \n");

else

{

if (front == - 1)

/\*If queue is initially empty \*/

front = 0;

printf("Inset the element in queue : ");

scanf("%d", &add\_item);

rear = rear + 1;

queue\_array[rear] = add\_item;

}

} /\*End of insert()\*/

delete()

{

if (front == - 1 || front > rear)

{

printf("Queue Underflow \n");

return ;

}

else

{

printf("Element deleted from queue is : %d\n", queue\_array[front]);

front = front + 1;

}

} /\*End of delete() \*/

display()

{

int i;

if (front == - 1)

printf("Queue is empty \n");

else

{

printf("Queue is : \n");

for (i = front; i <= rear; i++)

printf("%d ", queue\_array[i]);

printf("\n");

}

} /\*End of display() \*/