```
1 #include<stdio.h>
 2 #include<conio.h>
 3 #include<stdlib.h>
 4 int queue[5];
 5 int front=-1;
 6 int rear=1;
 7 void insertqueue();
8 void deletequeue();
9 void display();
10 int value;
11 int i;
12
13 void insertqueue()
14 {
15
       if(rear==-1)
16
17
            printf("\n queue is empaty\n");
18
19
       else
20
        {
21
          //if(front==-1)
22
23
           front=0;
24
25
           printf("\n enter the value");
           scanf("%d",&value);
26
27
           rear=rear+1;
28
            queue[rear]=value;
29
30 }
31
32 void deletequeue()
33
34
        if (front==-1 | front>rear)
35
36
            printf("\nqueue is empaty\n");
37
38
       else
39
            printf("\n deleted item \n",queue[front]);
40
41
            front=front+1;
42
43
44
45 void display()
46
47
       printf("your queue:");
48
       for(i=front;i<=rear;i++)</pre>
49
50
            printf("\t %d \t",queue[i]);
51
52
53
54 int main()
55 {
56
       int choice;
57
       // printf("enter your no. of elements in stack:\n");
58
       //scanf("%d",&n);
59
60
61
       printf("Bhuvan\n");
62
       printf("01fe23bec434\n");
63
       printf("151\n");
64
       while(choice != 4)
65
66
```

```
67
       printf("\n *******manu******** \n");
 68
        printf("\n 1->insert queue\n");
 69
        printf("\n 2-> delete queue\n");
 70
        printf("\n 3->display\n");
71
        printf("\n 4->exit\n");
72
        printf("enter your choice");
73
        scanf("%d",&choice);
74
        switch(choice)
75
76
77
            case 1:
78
79
               insertqueue();
80
               break;
           }
81
            case 2:
82
83
               deletequeue();
84
85
               break;
86
           case 3:
87
88
            {
89
               display();
90
               break;
91
            }
92
            case 4:
93
94
               exit(0);
95
               break;
96
            }
97
            default:
                {printf("\nIncorrect Choice\n");
98
99
100
        }
101
        }
102
103
        return 0;
104 }
```