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\* main function to run the car garage simulation using de-queue and Z-buffer algorithm.

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\* The function provides an interface for the user to add and remove cars from the garage,

\* view the Z-buffer, and exit the program. The Z-buffer is used to keep track of the order

\* of cars in the garage, with the highest priority cars in front and the lower priority cars

\* in the back.

\*

\* The function contains a while loop that continues to run until the user decides to exit the

\* program. The user is presented with four options:

\* 1. Add car to the garage

\* 2. Remove car from the garage

\* 3. View Z-buffer

\* 4. Exit

\*

\* If the user selects option 1, they are prompted to enter the data for the car and the position

\* in the Z-buffer. The `enqueueAtRear` function is called to add the car to the garage, and the

\* `updateZBuffer` function is called to update the Z-buffer with the car's position.

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\* If the user selects option 2, the `dequeueAtFront` function is called to remove a car from the

\* front of the garage. The user is then prompted to enter the position in the Z-buffer, and the

\* `removeFromZBuffer` function is called to remove the car's position from the Z-buffer.

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\* If the user selects option 3, the contents of the Z-buffer are displayed on the screen.

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\* If the user selects option 4, the program exits.

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\* If the user selects an invalid option, an error message is displayed and the loop continues.

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\* Returns 0 if the program exits successfully.

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