```c
#include<stdio.h>
#include<conio.h>

int queue[10],frnt=0,rear=0,n=5,item;
int main()
{
    int choice;
    while(1)
    {
        printf("\nMenu:");
        printf("\n1. Enqueue:");
        printf("\n2. Dequeue:");
        printf("\n3. Traverse:");
        printf("\nEnter Choice:");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1: printf("\n Enter the element");
                    scanf("%d",&item);
                    enqueue(item);
                    break;
            case 2: dequeue();
                    break;
            case 3: traverse();
                    break;
            default: printf("\nWrong Choice");
        }
    }
}
void enqueue(int item)
{
    if((frnt==1&&rear==n) || (frnt==rear+1))
    {
        printf("\nOverflow.");
        return;
    }
    if(frnt==0)
    {
```

```c
        frnt=1;
        rear = 1;
    }
    else if(rear==n)
    {
        rear = 1;
    }
    else
    {
     rear=rear+1;
    }
    queue[rear]=item;
    return;
}
void dequeue()
{
    if(frnt==0)
    {
        printf("\nUnderflow");
        return;
    }
    item=queue[frnt];
    printf("%d is deleted.",item);
    if(frnt==rear)
    {
     frnt=0;
     rear=0;
    }
    else if(frnt==n)
    {
        frnt=1;
    }
    else
    {
        frnt=frnt+1;
    }
    return;
}
```

```c
void traverse()
{
    int i;
    if(frnt<=rear)
    {
     for(i=frnt;i<=rear;i++)
     {
        printf("\n%d",queue[i]);
     }
    }
    else
    {
        for(i=frnt;i<=n;i++)
        {
            printf("\n%d",queue[i]);
        }
        for(i=1;i<=rear;i++)
        {
            printf("\n%d",queue[i]);
        }
    }
}
```