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//Q USING ARRAY
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//FIFO First In First Out
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#include<stdio.h>
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#include<conio.h>
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```

                                                                    //
    a[5][10][15][20][25]      f r
int a[5], front=-1, rear=-1; // 0 1 2 3 4      0 0,1,2,3,4
                                                                    //
1
void addElement(int x) //5,10,15,20,25,30 //      2
{
    //      3
    if(rear==4) //
        printf("\n\nQUEUE IS FULL"); //
    else //
    {
        if(front== -1)
            front=rear=0;
        else
            rear++;

        a[rear]=x;
    }
}
void removeElement()
{
    if(front == -1)
        printf("\n\nQueue is empty.\n");
    else
    {
        printf("Number deleted %d\n",a[front]);
        front++;
        if(front>rear) //this will work when we delete last number
            front=rear=-1;
    }
}

void display()
{
    int i;
    if(front == -1)
        printf("\n\nQUEUE is empty.\n");
    else
    {
        printf("Numbers are \n");
        for(i=front; i<=rear; i++)
            printf("%d\n",a[i]);
    }
}
```

```

    }
}

int count()
{
    if(front == -1)        //f=0
        return 0;
    else
        return rear-front+1; //r=2
}

void controller()
{
    int ch,n;
    do
    {
        printf("\n\nQUEUE BY ARRAY\n1.Add Element\n2.Remove
Element\n3.Display\n4.Count\n5.Exit\nEnter your choice: ");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:
                printf("\nEnter your number ");
                scanf("%d",&n);
                addElement(n);    //10,20
                break;
            case 2:
                removeElement();
                break;
            case 3:
                display();
                break;
            case 4:
                printf("Count = %d\n",count());
                break;
            case 5:
                printf("\nExiting");
                break;
            default:
                printf("\n\nInvalid choice. Pleasr try again...\n");
        }
    } while(ch!=5);
}

void main()
{
    clrscr();

```

```
    controller();  
    getch();  
}
```