```
14/10/2020
                              LAB3 PROGRAM
   huste a program to stomulate the marking of quone of integers using an array, pranticle the following operations
   (a) Insert
   (5) Delete front
   (c) Display the contents of queue.
  Hondude < Statio. h7
 # Include < conio. hy
  # Indude < process, h >
 # defene QUE-SIZE 3
  Int item, front = 0, rear = -1, q[10];
   haid Ensertrear()
   g (real = = que_ SIZE -1)
    presity Cu queue anestrow in ");
    Return;
    rear = rear + 1;
    q[ Rear] = Etem;
   of (funt > rear)
    fromt = 0;
    real = - 1;
    Return - 1;
   return a [ fuont ++];
  3
   used displayes ()
```

```
of ( front > sear)
pusht ( " queue & empty m");
Return ;
4
peonly (" contents of queue (n");
for ( ?= front ; E <= real ; E+)
 pront (" 1. din", q[e]);
usid mass ()
 Int charce j
 dusa ();
 for (;;)
 pront l'In1: Enseit real In2: delete front \n3: désplay \n4: exit \nn);
  prant (" enter the disce In");
  scary Lu.1.d", & choice);
  switch (charce)
  case 1: proxy ("enter the term to be inserted In");
          scanf (".1.d", fetern);
          Ensertreal();
          break;
  case 2: etem = delete front ();
           ef (stem = = -1)
           pront (" queue & empty in");
            else
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painty (" Etern deleted = 1.d In", Etern);
break;

case 3: diplay (9();
break;
default : exit(0);

y
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