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

#define SIZE 3

int front = -1;
int rear = -1;

int Q[SIZE];

void EnQ(int);
int  DeQ();
void display();

int main(int argc,char **argv)
{
    int choice,item;
    do
    {
        printf("\nEnter choice: 1.EnQ 2.DeQ 3.display 4.Exit :");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:printf("Enter the element to be added to the Q:");
                   scanf("%d",&item);
                   EnQ(item);
                   break;
            case 2:item = DeQ();
                   if(item == -1)
                       printf("Q is empty");
                   else
                       printf("\nItem removed from Q: %d",item);
                   break;
            case 3:display();
                   break;
            case 4:exit(0);
        }
        }

    }while(choice != 4);
    return 0;
}

void EnQ(int el)
{
    if(rear == (SIZE-1))
        printf("Q is full");
    else
    {
        if(rear == -1)
        {
            front = 0;
        }
        rear+=1;
        Q[rear]= el;
    }
}

int DeQ()
{
    int item;
    if(front == -1)
        return -1;
    else
    {
        item = Q[front];
        front+=1;
        if(front > rear)
        {
            front = -1;
            rear = -1;
        }
        return item;
    }
```

```
    }
}

void display()
{
    int i;
    if(front == -1)
        printf("Q is empty\n");
    else
    {
        printf("\nQ contents are:");
        for(i=front; i<=rear; i++)
            printf("%d\t",Q[i]);
    }
}
```