```
#include<stdio.h>
 #define MAX 5
pvoid insert(int val, int *rear, int *front, int queue[]) {
     if (*rear == MAX - 1) {
         printf("The queue is full\n");
     } else {
         if (*front == -1 && *rear == -1) {
             *front = *rear = 0;
         } else {
             *rear = *rear + 1;
         queue[*rear] = val;
         printf("%d inserted into the queue\n", val);
□void delete(int *front, int *rear, int queue[]) {
     if (*front == -1 || *front > *rear) {
         printf("The queue is empty\n");
     } else {
         int val = queue[*front];
         printf("%d deleted from the queue\n", val);
         *front = *front + 1;
         if (*front > *rear) {
             *front = *rear = -1;
         }
     }
pvoid display(int *rear, int *front, int queue[]) {
     if (*front == -1) {
         printf("The queue is empty\n");
     } else {
         printf("Queue elements are: ");
         for (int i = *front; i <= *rear; i++) {
             printf("%d ", queue[i]);
         }
     }
```

```
lint main() {
    int choice = 0, val;
    int queue [MAX];
    int front = -1, rear = -1;
          do (
        printf("Queue Operations:\n");
        printf("1. Insert\n");
        printf("2. Delete\n");
        printf("3. Display\n");
        printf("4. Exit\n");
        printf("Enter your option: ");
        scanf ("%d", &choice);
        switch (choice) {
            case 1:
                printf ("Enter the value to insert: \n ");
                scanf ("%d", &val);
                insert (val, &rear, &front, queue);
                break:
            case 2:
                delete(&front, &rear, queue);
                break;
            case 3:
                display(&rear, &front, queue);
                break;
            case 4:
                printf("Exiting the program. \n");
                break;
    }while(choice!=4);
   return 0;
```

```
Queue Operations:

    Insert

Delete
3. Display
4. Exit
Enter your option: 1
Enter the value to insert:
 9
9 inserted into the queue
Queue Operations:

    Insert

2. Delete
3. Display
4. Exit
Enter your option: 1
Enter the value to insert:
 8
8 inserted into the queue
Queue Operations:

    Insert

Delete
3. Display
4. Exit
Enter your option: 1
Enter the value to insert:
 7
7 inserted into the queue
Oueue Operations:

    Insert

Delete
Display
4. Exit
Enter your option: 1
Enter the value to insert:
 6
6 inserted into the queue
Queue Operations:

    Insert

Delete
3. Display
4. Exit
Enter your option: 1
Enter the value to insert:
 5
5 inserted into the queue
```

```
Queue Operations:
1. Insert
2. Delete
Display
4. Exit
Enter your option: 3
Queue elements are: 9 8 7 6 5 Queue Operations:

    Insert

Delete
Display
4. Exit
Enter your option: 1
Enter the value to insert:
5
The queue is full
Queue Operations:
1. Insert
Delete
Display
4. Exit
Enter your option: 2
9 deleted from the queue
Oueue Operations:

    Insert

Delete
Display
4. Exit
Enter your option: 3
Queue elements are: 8 7 6 5 Queue Operations:

    Insert

2. Delete
Display
4. Exit
Enter your option: 2
8 deleted from the queue
Queue Operations:

    Insert

2. Delete
Display
4. Exit
Enter your option: 2
7 deleted from the queue
Queue Operations:

    Insert

Delete
3. Display
4. Exit
Enter your option: 2
```

6 deleted from the queue

```
Queue Operations:
1. Insert
2. Delete
Display
4. Exit
Enter your option: 2
5 deleted from the queue
Queue Operations:

    Insert

2. Delete
3. Display
4. Exit
Enter your option: 2
The queue is empty
Queue Operations:
1. Insert
2. Delete
3. Display
4. Exit
Enter your option: 4
Exiting the program.
Process returned 0 (0x0) execution time : 52.901 s
Press any key to continue.
```