```
#include <stdio.h>
# define SIZE 3
void enqueue();
void dequeue();
void show();
int inp_arr[SIZE];
int Rear = - 1;
int Front = - 1;
main()
{
   int ch;
   while (1)
   {
      printf("1.Enqueue Operation\n");
      printf("2.Dequeue Operation\n");
      printf("3.Display the Queue\n");
      printf("4.Exit\n");
      printf("Enter your choice of operations : ");
      scanf("%d", &ch);
      switch (ch)
      {
         case 1:
         enqueue();
         break;
         case 2:
         dequeue();
         break;
         case 3:
         show();
         break;
         case 4:
```

```
\]
            exit(0);
            default:
            printf("Incorrect choice \n");
        }
    }
}

void enqueue()
{
    int insert_item;
    if (Rear == SIZE - 1)
       printf("Overflow \n");
    else
    {
        if (Front == - 1)

        Front = 0;
        printf("Element to be inserted in the Queue\n : ");
        scanf("%d", &insert_item);
        Rear = Rear + 1;
        inp_arr[Rear] = insert_item;
    }
}

void dequeue()
{
    if (Front == - 1 || Front > Rear)
    {
        printf("Underflow \n");
        return ;
```

```
    }
    else
    {
        printf("Element deleted from the Queue: %d\n", inp_arr[Front]);
        Front = Front + 1;
    }
}

void show()
{

    if (Front == - 1)
        printf("Empty Queue \n");
    else
    {
        printf("Queue: \n");
        for (int i = Front; i <= Rear; i++)
            printf("%d ", inp_arr[i]);
        printf("\n");
    }
}
```