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// Circular Queue implementation in C
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#include <stdio.h>
#include<stdlib.h>
#define SIZE 5
int items[SIZE];
int front = -1, rear = -1;
// Check if the queue is full
int isFull() {
 if ((front == rear + 1) || (front == 0 && rear == SIZE - 1)) return 1;
 return 0;
}
// Check if the queue is empty
int isEmpty() {
 if (front == -1) return 1;
 return 0;
}
// Adding an element
void enqueue(int element) {
 if (isFull())
  printf("\n Queue is full!! \n");
 else {
  if (front == -1) front = 0;
  rear = (rear + 1) % SIZE;
  items[rear] = element;
  printf("\n Inserted -> %d", element);
 }
```

```
// Removing an element
int dequeue() {
 int element;
 if (isEmpty()) {
  printf("\n Queue is empty !! \n");
  return (-1);
 } else {
  element = items[front];
  if (front == rear) {
   front = -1;
   rear = -1;
  }
  // Q has only one element, so we reset the
  // queue after dequeing it. ?
  else {
   front = (front + 1) % SIZE;
  printf("\n Deleted element -> %d \n", element);
  return (element);
 }
}
// Display the queue
void display() {
 int i;
 if (isEmpty())
  printf(" \n Empty Queue\n");
 else {
  printf("\n Front -> %d ", front);
```

}

```
printf("\n Items -> ");
  for (i = front; i != rear; i = (i + 1) % SIZE) {
   printf("%d ", items[i]);
  }
  printf("%d ", items[i]);
  printf("\n Rear -> %d \n", rear);
 }
}
 void main()
{5
  int ch;
  int num1=0;
  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:
       printf("\n\tEnter the element to be added to the queue: ");
      scanf("%d",&num1);
      enqueue(num1);
       break;
       case 2:
```

```
dequeue();
break;
case 3:
    display();
break;
case 4:
    exit(0);
    default:
    printf("Incorrect choice \n");
}
}
```