

```

//linear queue
#include <stdio.h>
#include <stdlib.h>
#define max 4
int rear=-1;
int front=-1;
int q[max];
void enqueue(int x)
{
    if (rear==max-1)
    {
        printf("queue overflow\n");
    }
    else if(front==-1 && rear==-1)
    {
        front=rear=0;
    }
    else{
        rear++;
    }
    q[rear]=x;
}
int dequeue()
{
    int x=-1;
    if (front==-1 || front>rear)
    {
        printf("\nunderflow");
        return -1;
    }
    else

```

```

{
    x=q[front];
    front++;
    if(front>rear)
        front=rear=-1;
    return x;

}
}

void display()
{
    if(front== -1 || front>rear)
    {
        printf("\nunderflow");
    }
    else
    {
        for(int i=front;i<=rear;i++)
        {
            printf("%d\t",q[i]);
        }

    }
}

void main()
{
    int c,no,x;
    while(1)
    {
        printf("enter 1 for insert 2 for delete 3 for display 4 for exit\n");
        printf("enter the choice:");
    }
}

```

```
scanf("%d",&c);
switch (c)
{
case 1:
    printf("enter the no:");
    scanf("%d",&no);
    enqueue(no);

    break;
case 2:x=dequeue();
    if (x!=-1)
    {
        printf("%d is popped\n",x);
    }
    break;
case 3:display();
    break;
case 4:exit(0);
    // break;


default:printf("invalid\n");
    break;
}
}
}
```

## Output

```
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:1
enter the no:10
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:1
enter the no:20
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:1
enter the no:30
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:3
10      20      30      enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:2
10 is popped
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:2
20 is popped
enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:3
30      enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice:4
```