Queue using Array

```c
#include <stdio.h>
#include <stdlib.h>
struct Queue
{
    int size;
    int front;
    int rear;
    int *Q;
};

void create(struct Queue *q,int size)
{
    q->size=size;
    q->front=q->rear=-1;
    q->Q=(int *)malloc(q->size*sizeof(int));
}

void enqueue(struct Queue *q,int x)
{
    if(q->rear==q->size-1)
        printf("Queue is Full");
    else
    {
        q->rear++;
        q->
        Q[q->rear]=x;
    }
}

int dequeue(struct Queue *q)
{
    int x=-1;

    if(q->front==q->rear)
        printf("Queue is Empty\n");
    else
    {
```

```c
        q->front++;
        x=q->Q[q->front];
    }
    return x;
}

void Display(struct Queue q)
{
    int i;

    for(i=q.front+1;i<=q.rear;i++)
        printf("%d ",q.Q[i]);
    printf("\n");
}

int main()
{
    struct Queue q;
    create(&q,5);

    enqueue(&q,10);
    enqueue(&q,20);
    enqueue(&q,30);

    Display(q);

    printf("%d ",dequeue(&q));


    return 0;
}
```