```c
/* An implementation of Deque  */
#include "deque.h"

int data[SIZE];
int left = -1;
int right = -1;

int insertLeft(int d) {
    if (size() == SIZE-1)
        return;
    if (left==-1) {
        left=right=0;
        data[left]= d;
        return;
    }
    left = (left-1+SIZE)%SIZE;
    data[left] = d;
}

void insertRight(int d) {
    // Not implemented
}

int removeLeft() {
    return 0; // Not implemented
}

int removeRight() {
    int d, s;

    s = size();

    if (s==0)
        return ERR_DATA; // Error value
    d = data[right];
    right = (right - 1 + SIZE)%SIZE;
    if (s == 1)
        init();
    return d;
}

int hasWelcome() {
    return size() < SIZE;
}

int isEmpty() {
    return size() == 0;
}

void init() {
    left = right = -1;
}

int size() {
    if (left == -1)
        return 0;
    return (right+SIZE-left)%SIZE+1;
}
```