```c
#include<stdio.h>
#define SIZE 5
 int A[SIZE];
 int f=-1,r=-1;

 void push()
 {  int x;
     if((f==r+1 )|| (f== 0 && r==SIZE-1))
     printf("\n Queue is full \n");
     else{
         printf(" enter the element to be inserted : \n");
         scanf("%d",&x);
         if(f==-1)
         f=0;
         r=(r+1)%SIZE;
         A[r]=x;
     }
 }

 int pop()
 {
     int x;
     if(f==-1)
     printf("\n Queue is empty \n");
     else{
             x=A[f];
             if(f==r)
             {
              f= -1;
              r=-1;
             }
        else{
             f= (f+1)%SIZE;
             }
              return x;
         }
```

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        }
         return x;
    }

}
 void display()
{
    int i;
    if(f==-1)
    printf("Queue is empty \n ");
    else{
        for(i=f;i!=r;i=(i+1)%SIZE)
        {
         printf("%d  ",A[i]);
        }
        printf("% d", A[i]);
    }

}
void main()
{
    int op;
    printf("\n MENU  ");
    printf("\n1.Push\n2.Pop\n3.Display\n4.EXIT");

    do{
        printf("\nEnter your option :");
        scanf("%d",&op);
        switch(op)
        {
            case 1: push();
                    break;
           case 2:pop();
                  break;
           case 3: display();
                  break;
```

```
}
 void display()
{
    int i;
    if(f==-1)
    printf("Queue is empty \n ");
    else{
           for(i=f;i!=r;i=(i+1)%SIZE)
           {
            printf("%d  ",A[i]);
           }
           printf("% d", A[i]);
       }

}
void main()
{
    int op;
    printf("\n MENU  ");
    printf("\n1.Push\n2.Pop\n3.Display\n4.EXIT");

    do{
        printf("\nEnter your option :");
        scanf("%d",&op);
        switch(op)
        {
            case 1: push();
                    break;
           case 2:pop();
                   break;
           case 3: display();
                   break;
        }

    } while(op!=4);
}
```