

```
#include <stdio.h>
```

```
#define SIZE 5
```

```
int queue[SIZE];
```

```
int front = -1, rear = -1;
```

```
void ENQUEUE(int value) {
```

```
    if (rear == SIZE - 1)
```

```
        printf("Queue is full\n");
```

```
    else {
```

```
        if (front == -1)
```

```
            front = 0;
```

```
        rear++;
```

```
        queue[rear] = value;
```

```
    }
```

```
}
```

```
void DEQUEUE() {
```

```
    if (front == -1)
```

```
        printf("Queue is empty\n");
```

```
    else {
```

```
        printf("Deleted element: %d\n", queue[front]);
```

```
        if (front == rear)
```

```
            front = rear = -1;
```

```
        else
```

```
            front++;
```

```
    }
```

```
}
```

```
void Display() {
```

```
    if (front == -1)
```

```
        printf("Queue is empty\n");
```

```
    else {
```

```
        printf("Queue elements: ");
```

```
        for (int i = front; i <= rear; i++)
```

```
            printf("%d ", queue[i]);
```

```
        printf("\n");
```

```
    }
```

```
}
```

```
int main() {  
    ENQUEUE(10);  
    ENQUEUE(20);  
    ENQUEUE(30);  
    Display();  
    DEQUEUE();  
    Display();  
    return 0;  
}
```