```
#include <stdio.h>
#define SIZE 5

int queue[SIZE];
int front = -1;
int rear = -1;

int isEmpty() {
   return front == -1;
}

int isFull() {
   return rear == SIZE - 1;
}

void enqueue(int data) {
   if (isFull()) {
      printf("Queue is full!\n");
      return;
   }
   if (isEmpty()) {
      front = 0;
   }
   rear++;
   queue[rear] = data;
   printf("Enqueued: %d\n", data);
}

void dequeue() {
   if (isEmpty()) {
      printf("Queue is empty!\n");
```

```
        return;
    }
    printf("Dequeued: %d\n", queue[front]);
    if (front == rear) {
        // Queue becomes empty after dequeue
        front = -1;
        rear = -1;
    } else {
        front++;
    }
}

void display() {
    if (isEmpty()) {
        printf("Queue is empty!\n");
        return;
    }
    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();

    enqueue(40);
    enqueue(50);
    enqueue(60);  // This should show "Queue is full!"
    display();

    return 0;
}
```