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#include"stdio.h"
#include<conio.h>
#define Max 5
#define True 1
#define False 0
void enqueue(int q[Max],int e);
int dequeue(int q[Max],int e);
void display(int q[Max]);
int isFull();
int isEmpty();
int front=0,rear=-1;
int isFull(){
    if(rear==Max-1)
        return True;
    else return False;
}
int isEmpty(){
    if(front>rear)
        return True;
    else
        return False;
}
void enqueue(int q[Max],int e){
    if(isFull()){
        printf("Queue is full");
        getch();
    }
    else{
        rear=rear+1;
    }
}
```

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q[rear] = e;
}

}

int dequeue(int q[Max],int e){
if(isEmpty()){
printf("Queue is empty");
e=-1;
}
else{
e=q[front];
front=front+1;
}
return e;
}

void display(int q[Max]){
int i;
if(isEmpty()){
printf("Queue is empty");
}
else {
printf("\n");
for(i=front;i<=rear;i++)
printf("\t%d\n",q[i]);
}
}

void main(){
int choice,e,q[Max];
do{
//system(cls);
```

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printf("\t\t\t\tMENU\n");
printf("\t\t\tt1.enqueue\n");
printf("\t\t\tt2.dequeue\n");
printf("\t\t\tt3.display\n");
printf("\t\t\tt4.Exit\n");
printf("Choose Number:");
scanf("%d",&choice);
switch(choice){

    case 1: //system(clr) ;
        printf("\t\t\t enqueue element:");
        scanf("%d",&e);
        enqueue(q,e);
        getch();
        break;

    case 2: e=dequeue(q,e);
        if(e!=-1){
            printf("dequeue element:%d\n",e);
        }
        getch();
        break;

    case 3: display(q);
        getch();
        break;

    case 4: break;
}

}while(choice!=4);
}

```