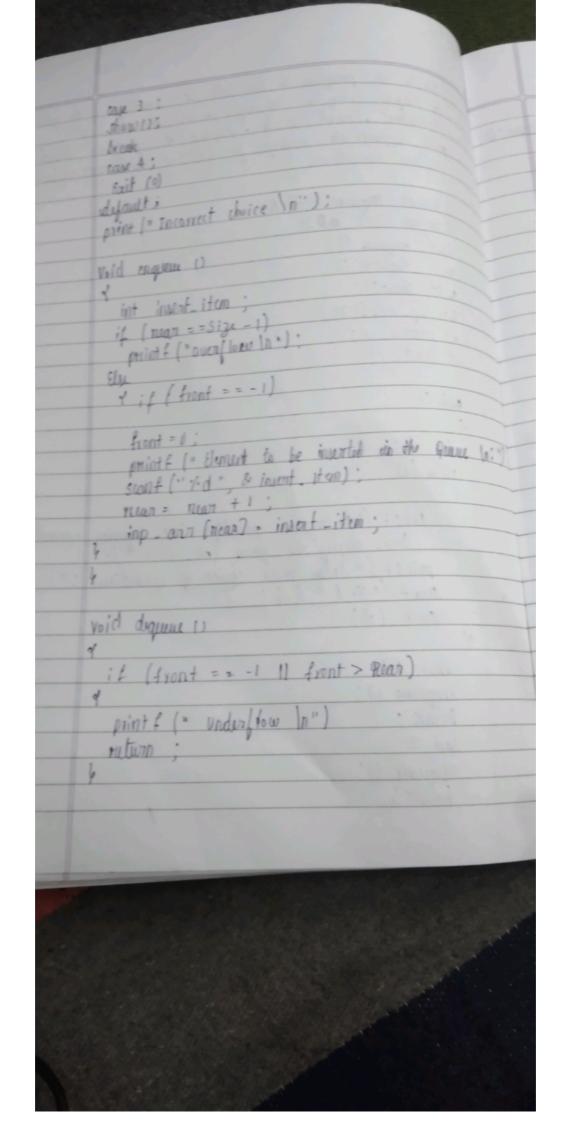
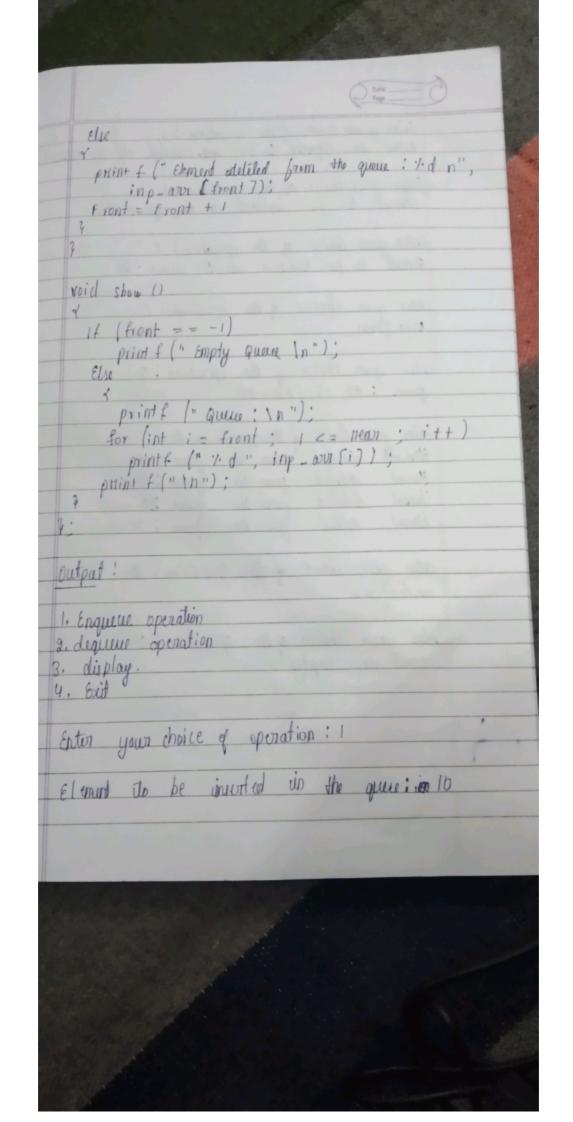
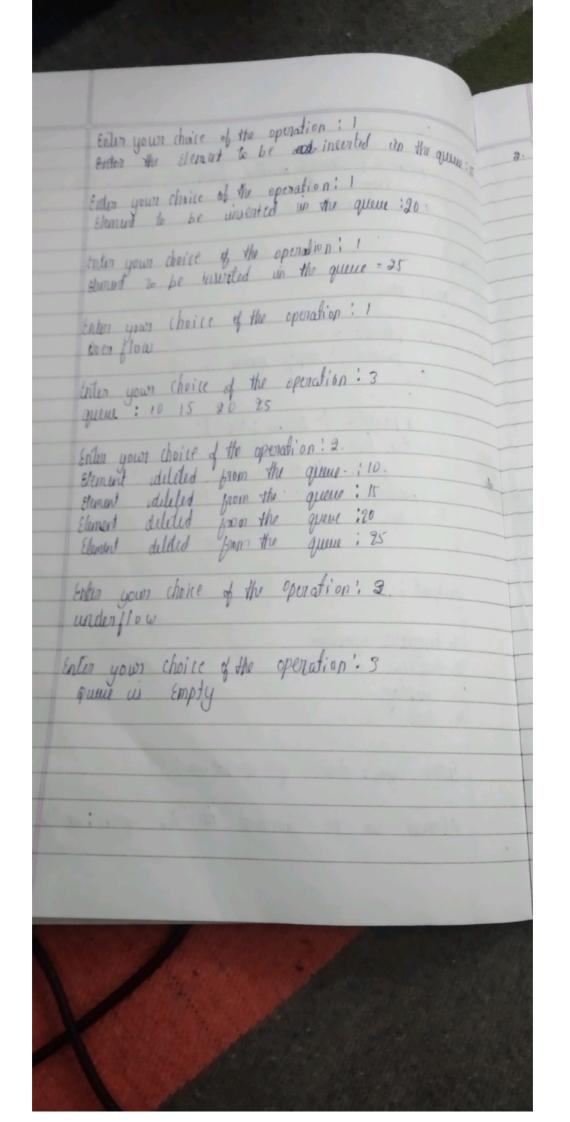
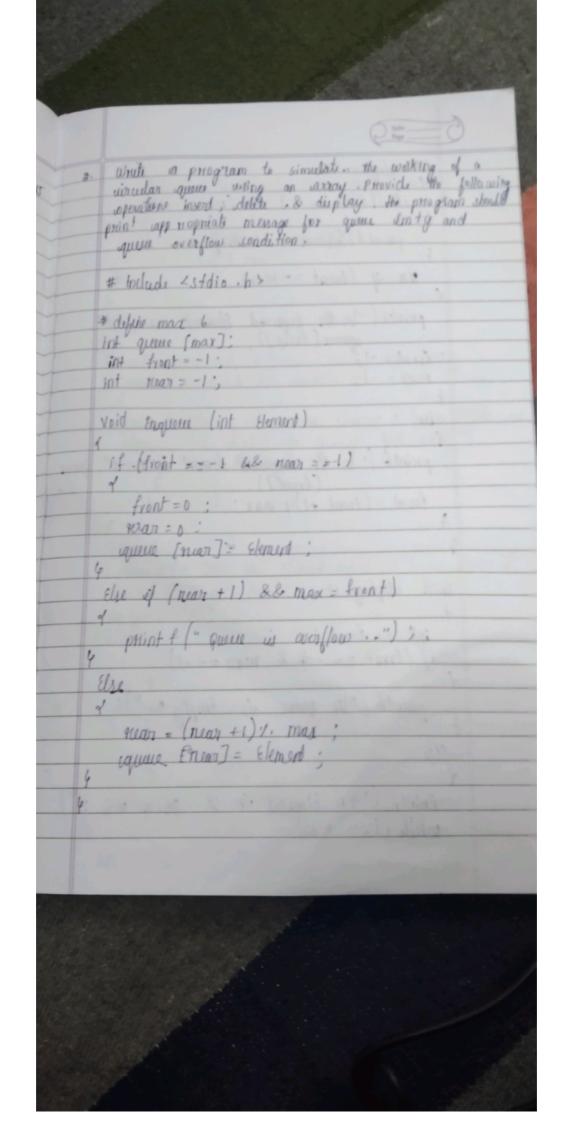


1) Write a priogram to simulate the working of the queue of integers using can coveray provide the following operations, Insert delete, display the program should pront appropriate nursage for overflow and over under flow condition. # include Engreen Studio. 4> # define S12E 1004 void enquau (): void dequeue (); void show (); int inp- arm [SIZE]; int new = -1; int front = -1; main () int ch; while (1) Print & ( h. Enquise operation Ing. dequere operation 1 n3. display the queue 104. Exit "); print f (" Enter your choice of operations:"); scapf (" 1. d", & ch); swich (ch) dase 1: enquire (); break; Lan 2 agquere (); break:







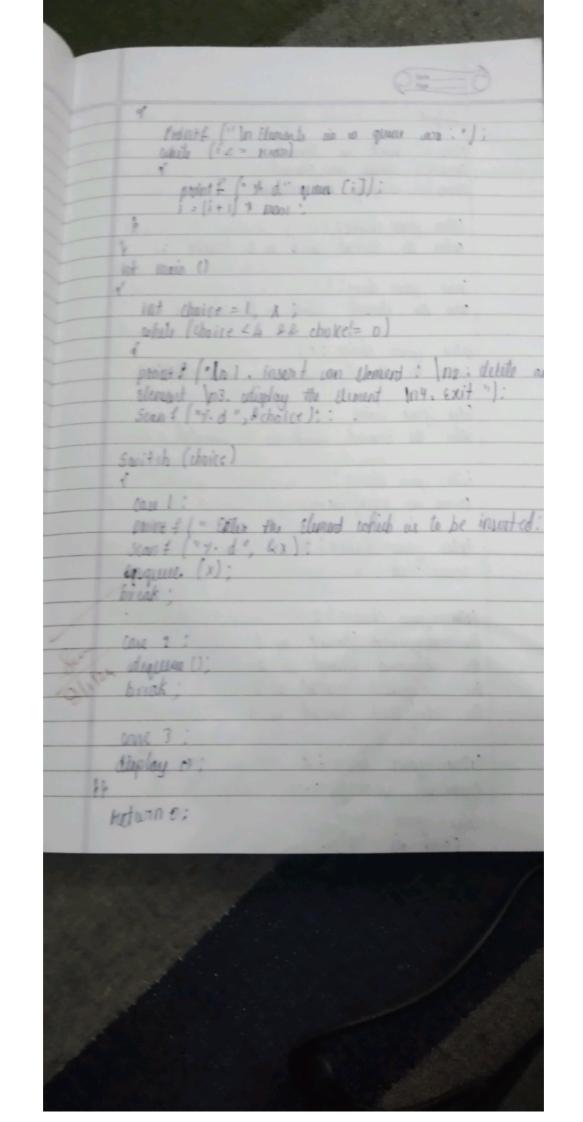


```
int ediqueur 1)
   if ((front == -1.) && (man == -1))
   print 1 (houere is underflow ...)
    de if (front = - 100m)
  Print f ("In the dequired Element is y. j.

Spent = -1;
 print f ( \ \n. to dequeed element is 1. d", que

[lront]):

front = (front +1).1. max:
Void ediplay U
int i = front;
if (front == -1 & 910a) == -1)
, printf ("In pueue ies Empty".");
Else
  Printf (" In Element in la quelle lare: ")
  while (i = near)
```



Output. Prais 1: Insect ian Element Press 2: delete an Element Priess 3: idiplay the Element. Enter your choice: 1: Enter the Element which is to insurted :1 Erler your choice: 1; ender the Element which is to cinyorled; 2 Enter your choice:1; Enter the Element which is to inserted; 3 Enter your choice : 1; Enter the Element which is to inserted: 4 Enter your choice:1 sum is overflow ... Enter your choice: 3 quelle: 1,2,3,4. Enter your choice : 2 the aliqued Element is 1 the dequied element is 2 the diquired Element is 3 the diquired Element is 4 Enter your Choice: 2 Queve is underflow... Enter your Choice: 3