Queue

```c
#include <stdio.h>
void insert ();
void delete ();
void display ();
int Max = 5;
int queue [5];
int rear = -1;
int front = -1;
int main ()

{ int choice, b = 0;
while (1)
{ printf (" 1 insert element ");
printf (" 2 delete element ");
printf (" 3 Display ");
printf (" 4 Exit ");
scanf (" %d", &choice);
switch (choice)
{ case 1: insert (); break;
case 2: delete (); break;
case 3: display (); break;
case 4: b = 1; break;
default: printf ("Inactive"); }

if (b == 1) break; } }
```

```c
void insert ()
{ int item;
if (rear == max -1)
printf ("Overflow");
else
{ if (front == -1)  front = 0;
  printf ("Enter element");
  scanf ("%d", &item);
  rear ++;
  queue [rear] = item; } }


void delete ()
{ if (front == -1 || front > rear)

{ printf (" Underflow"); return; }

else
{ printf ("Element deleted %d", queue [front]);
  front ++; } }


void display ()
{ int i;
if (front == -1)
printf ("Empty");
```

```
else
{ printf for (i = front; i <= rear; i++)
        printf ("%d \n", queue[i]);
}
```