```c
#include<stdio.h>
#define  MAX 50
void  insert();
void  delete();
void  display();
int  queue- array[MAX];
int  rear=-1;
int  front=-1;

main ()
{
    int choice;
    while(1)
    {
        printf("1. Insert element to queue \n");
        printf(" 2. Delete");
        printf(" 3. Display");
        printf(" 4. Quit");

        Take the choice from user.


switch (choice) {

    Take choice and store it in
                                switch case

    }
```

```c
void   insert ()
{
    int add-item;
    if (rear = Max-1)

        printf (" overflow");

    else
        {
            if (front==-1)
            front=0;
            printf (" Insert an element in queue");
            scanf ("%d" , &add-item);
            rear= rear +1;
            queue-array[rear] =add-item
        }
}

void   delete () {
    if (front==-1 || front > rear)
    {
        pri. printf (" underflow \n");
    }
    else
    {
        printf ("Element deleted from queue is %d",
                            queue-array[front]);
        front =front +1; }
    }
```

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

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