```c
#include <stdio.h>
#include<stdlib.h>
int s1[5],s2[5];
int top1=-1,top2=-1;
int count=0;
void push1(int data)
 {
      if(top1 == 4)
       {
        printf("Overflow \n");
       }
    else
      {

         top1++;
         s1[top1]=data;
      }
}

void enqueue(int x)
 {
    push1(x);
    count++;
 }
 int pop1()
 {
    return s1[top1--];
 }
int pop2()
 {
    return s2[top2--];
 }
void push2(int data)
  {
      if(top2 == 4)
       {
        printf("Overflow \n");
       }
    else
```

```
40:       {
41:         top2++;
42:         s2[top2]=data;
43:       }
44:  }
45: void dequeue()
46:  {
47:     if(top1==-1)
48:     {
49:         printf("Queue is empty \n");
50:     }
51:     else
52:     {
53:        for(int i=0;i<count;i++)
54:        {
55:            int a=pop1();
56:            push2(a);
57:        }
58:        int b=pop2();
59:        printf("The deleted element is:%d \n",b);
60:        count--;
61:        for(int i=0;i<count;i++)
62:        {
63:            int a=pop2();
64:            push1(a);
65:
66:        }
67:     }
68:
69: }
70: void display()
71: {
72:   for(int i=0;i<top1;i++)
73:   {
74:       printf("%d \t",s1[i]);
75:   }
76:   printf("\n");
77: }
78: void main()
```

```
79: {
80:     enqueue(1);
81:     enqueue(2);
82:     enqueue(3);
83:     enqueue(4);
84:     enqueue(5);
85:     display();
86:     //dequeue();
87:    // display();
88: }
89:
90:
91:
```