```c
#include <stdio.h>
#include <stdlib.h>
#define SIZE 3
int front = -1;
int rear = -1;
int Q(Size);
void EnQ(int);
int DeQ ();
void display();
int main(int argc, char **argv)
{
    int choice, item;
    do
    {
        printf("\nEnter choice: 1.EnQ 2.DeQ 3.display 4.Exit:");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1: printf("Enter the element to be added to the Q:")
                scanf("%d", &item);
                EnQ(item);
                break;
            case 2: item = DeQ();
                if(item == -1)
                    printf("Q is empty");
                else
                    printf("\nItem removed from Q: %d", item);
                break;
            case 3: display();
                break;
            case 4: exit(0);
        }
    } while (choice != 4);
    return 0;
```

```c
}

void Enq (int el)
{
    if (rear == (size -1))
        printf ("Q is full");
    else
    {
        if (rear == -1)
        {
            front = 0;
        }
        rear+ =1;
        Q[rear]= el;
    }
}

int Deq()
{
    int item;
    if (front == -1)
        return -1;
    else
    {
        item = Q[font];
        front +=;
        if (front > rear)
        {
            front =-1;
            rear = -1;
        }
        return item;
    }
}

void display ()
{
    int i;
```

```c
if (front == -1)
    printf("Q is empty\n");
else
{
    printf("\nQ content are:");
    for(i = front; i <= rear; i++)
        printf("%d \t", Q[i]);
}
}
```