```
1 /*
 2 * C Program to Implement a Queue using an Array
3 */
 4 #include <stdio.h>
5 #include <conio.h>
6 #include <stdlib.h>
 7 void enqueue();
8 void dequeue();
9 void display();
10 #define MAX 5
11 int queue_array[MAX];
12 int rear = - 1;
13 int front = 0;
14 main()
15 {
       int choice;
16
17
       while (1)
18
19
         printf("\n1.Insert element to queue \n");
20
         printf("2.Delete element from queue \n");
21
          printf("3.Display all elements of queue \n");
22
          printf("4.Quit \n");
          printf("Enter your choice : ");
           scanf("%d", &choice);
24
25
           switch (choice)
26
27
               case 1:
28
                   enqueue();
29
                   break;
30
31
               case 2:
                   dequeue();
32
                   break;
33
34
35
               case 3:
36
                  display();
37
                   break;
38
               case 4:
39
40
                 exit(1);
41
42
               default:
43
                  printf("Wrong choice \n");
44
           } /*End of switch*/
45
       } /*End of while*/
46 } /*End of main()*/
47
48
   void enqueue()
49
50
       int add_item;
51
       if (rear == MAX - 1)
          printf("Queue Overflow \n");
52
53
       else
54
         printf("Insert the element in queue : ");
55
           scanf("%d", &add_item);
56
57
           rear = rear + 1;
           queue_array[rear] = add_item;
58
59
       }
60 } /*End of insert()*/
61
62 void dequeue()
63 {
64
       if (front > rear)
65
66
           printf("Queue Underflow \n");
```

```
return ;
67
   }
68
    else
69
70
      printf("\nElement deleted from queue is : %d\n", queue_array[front]);
front = front + 1:
71
72
         front = front + 1;
     }
73
74 } /*End of delete() */
75
76 void display()
77 {
   int i;
78
79
     if (front > rear)
80
      printf("Queue is empty \n");
81
   else
82 {
      printf("Queue is : \n");
for (i = front; i <= rear; i++)</pre>
83
84
85
         printf("%d ", queue_array[i]);
86
87 }
         printf("\n");
```