void enQueue(int value)

{

if((front == 0 && rear == SIZE - 1) || (front == rear+1))

printf("\nCircular Queue is Full! Insertion not possible!!!\n");

else{

if(rear == SIZE-1 && front != 0)

rear = -1;

cQueue[++rear] = value;

printf("\nInsertion Success!!!\n");

if(front == -1)

front = 0;

}

}

void deQueue()

{

if(front == -1 && rear == -1)

printf("\nCircular Queue is Empty! Deletion is not possible!!!\n");

else{

printf("\nDeleted element : %d\n",cQueue[front++]);

if(front == SIZE)

front = 0;

if(front-1 == rear)

front = rear = -1;

}

}

void display()

{

if(front == -1)

printf("\nCircular Queue is Empty!!!\n");

else{

int i = front;

printf("\nCircular Queue Elements are : \n");

if(front <= rear){

while(i <= rear)

printf("%d\t",cQueue[i++]);

}

else{

while(i <= SIZE - 1)

printf("%d\t", cQueue[i++]);

i = 0;

while(i <= rear)

printf("%d\t",cQueue[i++]);

}

}

}