


```

printf ("Enter the elem you want to insert");
scanf ("%d", &item);
Enqueue (SIZE, item);
break;

```

```

case 2: item = Dequeue (SIZE);
        if (item == -999)
            printf ("Queue is Empty");
        else
            printf ("Removed: %d\n", item);
        break;

```

```

case 3: display (SIZE);
        break;

```

```

case 4: printf ("EXITING . . . \n");
        exit(0);

```

```

default: printf ("INVALID choice");
        break;

```

```

}
}

```

```

while (choice != 4);
return 0;

```

```

}
void Enqueue (int SIZE, int ele)
{

```

```

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

```

```

        printf ("Queue FULL");
        return;
    }

```

```

    else
    {

```

```

        rear = (rear+1) % SIZE;

```

```

        queue[rear] = ele;
    }
}

```

```
if (front == -1)
    front = 0;
```

```
}
```

```
int Dequeue (int SIZE)
```

```
{
```

```
    int item;
```

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

```
    {
```

```
        return (-999);
```

```
    }
```

```
    else
```

```
    {
```

```
        item = queue[front];
```

```
        if (front == rear)
```

```
        {
```

```
            front = -1;
```

```
            rear = -1;
```

```
        }
```

```
        else
```

```
        {
```

```
            front = (front + 1) % SIZE;
```

```
        }
```

```
        return item;
```

```
    }
```

```
}
```

```
void display (int SIZE)
```

```
{
```

```
    int i;
```

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

```
    {
```

```
        printf("Queue is Empty");
```

```

    return;
}
else
{
    printf ("Queue is EMPTY");
    return;
}
else
{
    printf ("Queue contents: \n");
    for (i = front; i != rear; i = (i+1) % size)
    {
        printf ("%d", queue[i]);
    }
    printf ("%d", queue[i]);
}
}

```