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#include<stdio.h>
#define MAX 5
typedef struct
{
    int item[MAX],rear,front;
}Queue;

void initialization( Queue * q)
{
    q->rear=q->front=-1;
}

void enqueue(Queue * q , int x)
{
    if (q->front==(q->rear+1)%MAX)
        printf("\n Queue is Overflow");
    else
    {
        if (q->rear== -1 && q->front== -1)
            q->rear=q->front=0;
        else
            q->rear=(q->rear + 1 )%MAX;
        q->item[q->rear]=x;
    }
}

int dequeue(Queue * q)
{
    int x;
    if (q->front<=-1)
        printf("\n Queue is Underflow");
    else
    {
        x=q->item[q->front];
        if (q->front==q->rear)
            q->rear=q->front=-1;
        else
            q->front=(q->front+1)%MAX;
    }
    return x;
}

void display(Queue * q)
{
    int i;
    if (q->front<=-1)
        printf("\n Queue is Underflow");
    else
    {
        for(i=q->front;i<=q->rear;i++)
            printf("\n|%d|",q->item[i]);
        if(q->front>q->rear)
        {
            for(i=q->front;i<=MAX-1;i++)
                printf("\n|%d|",q->item[i]);
        }
    }
}

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        for(i=0;i<=q->rear;i++)
            printf("\n|%d|",q->item[i]);
    }

}

main()
{
    int choice,option,data;
    Queue q;
    initialization(&q);
    do

    {
        printf("\n 1- Enqueue \n 2- Dequeue \n 3- Display");
        printf("\n Enter your choice");
        scanf("%d",&option);
        switch(option)
        {
            case 1:printf("\n Enter the Data");
                    scanf("%d",&data);
                    enqueue(&q,data);
                    break;
            case 2:printf("\n Deleted Data is %d",dequeue(&q));
                    break;
            case 3:display(&q);
                    break;
            default:printf("\n Wrong Choice");
        }
        printf("\n Doyou continue(1/0)");
        scanf("%d",&choice)        ;
    }while(choice==1);

}

```