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#include <stdio.h>
#define SIZE 100
int queue[SIZE];
int front = -1, rear = -1;
void enqueue(int value) {
    if(rear == SIZE - 1) {
        printf("Queue is Full!\n");
    } else {
        if(front == -1)
            front = 0;
        rear++;
        queue[rear] = value;
        printf("Inserted %d\n", value);
    }
}
void dequeue() {
    if(front == -1 || front > rear) {
        printf("Queue is Empty!\n");
    } else {
        printf("Deleted %d\n", queue[front]);
        front++;
    }
}
void display() {
    if(front == -1 || front > rear) {
        printf("Queue is Empty!\n");
    } else {
        printf("Queue elements: ");
        for(int i = front; i <= rear; i++) {
            printf("%d ", queue[i]);
        }
        printf("\n");
    }
}
int main() {
    int choice, value;
    while(1) {
        printf("\nQueue Operations:\n");
        printf("1. ENQUEUE\n2. DEQUEUE\n3. DISPLAY\n4. EXIT\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        switch(choice) {
            case 1:

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        printf("Enter value to insert: ");
        scanf("%d", &value);
        enqueue(value);
        break;
    case 2:
        dequeue();
        break;
    case 3:
        display();
        break;
    case 4:
        return 0;
    default:
        printf("Invalid choice!\n");
    }
}
return 0;
}

```

C:\Users\upper\OneDrive\DATA STRUCTRES\ascending and decinding .exe

```

Queue Operations:
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
4. EXIT
Enter your choice: 1
Enter value to insert: 10
Inserted 10

Queue Operations:
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
4. EXIT
Enter your choice: 2
Deleted 10

Queue Operations:
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
4. EXIT
Enter your choice: 3
Queue is Empty!

Queue Operations:
1. ENQUEUE
2. DEQUEUE
3. DISPLAY

```

```

Queue Operations:
1. ENQUEUE
2. DEQUEUE
3. DISPLAY
4. EXIT
Enter your choice: 4

-----
Process exited after 25.01 seconds with return value 0
Press any key to continue . . . ■

```