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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:
```

```
            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;
}
```