```
1
    #include <stdio.h>
 2
    #include <stdlib.h>
 3
    #define MAX SIZE 10
 4
 5
 6
    int queue[MAX_SIZE];
 7
    int front = -1;
 8
   int rear = -1;
 9
10
    void enqueue(int x);
11
    int dequeue();
12
    void display();
13
14
    int main(){
15
        int op,x;
        \quad \text{while(1)} \{
16
17
            printf("1.Enqueue\n2.Dequeue\n3.Display\n4.Exit\nEnter Your choice: ");
18
            scanf("%d",&op);
            switch(op){
19
20
                 case 1:
                     if((front == 0 && rear == MAX_SIZE - 1) || (front == rear + 1)){
21
                         printf("Overflow.\n");
22
23
                     }else{
24
                         printf("Enter the item: ");
                         scanf("%d",&x);
25
26
                         enqueue(x);
27
28
                     break;
29
                 case 2:
30
                     if(front == -1){
31
                         printf("Underflow.\n");
32
                     }else{
33
                         x = dequeue();
34
                         printf("Removed %d from queue.\n",x);
35
36
                     break;
37
                 case 3:
38
                     if(front == -1){}
                         printf("Queue is empty.\n");
39
40
                     }else{
41
                         printf("The elements of queue are: ");
42
                         display();
43
44
                     break;
45
                 case 4:
                     exit(0);
46
47
                 default:
48
                     printf("Invalid Input.\n");
49
            }
50
        }
51
        return 0;
52
53
    void enqueue(int x){
54
55
        if(front == -1){
56
            front = 0;
57
58
        rear = (rear + 1) % MAX SIZE;
59
        queue[rear] = x;
    }
60
61
62
    int dequeue(){
63
        int x = queue[front];
64
        if(front == rear){
65
            front = -1;
66
            rear = -1;
67
        }else{
68
            front = (front + 1) % MAX_SIZE;
69
70
        return x;
71
    }
72
```

```
void display(){
 73
 74
         int i;
 75
         if(front <= rear){</pre>
 76
             for(i = front; i \leftarrow rear; i++){}
 77
                 printf("%d -> ",queue[i]);
 78
 79
         }else{
             for(i = front; i < MAX_SIZE; i++){</pre>
 80
 81
                printf("%d -> ",queue[i]);
 82
             for(i = 0; i <= rear; i++){</pre>
 83
                 printf("%d -> ",queue[i]);
 84
 85
 86
 87
         printf("NULL\n");
    }
 88
 89
 90
    /*OUTPUT
 91
    PS S:\WorkSpace\CollegeWork\DataStructure> ./a
 92
    1.Enqueue
 93
    2.Dequeue
 94
    3.Display
 95 4.Exit
 96 Enter Your choice: 1
 97 Enter the item: 12
 98 1.Enqueue
 99 2.Dequeue
100 3.Display
101 4.Exit
102 Enter Your choice: 1
103 Enter the item: 13
104 1.Enqueue
105 2.Dequeue
106 3.Display
107
    4.Exit
108 Enter Your choice: 1
109 Enter the item: 14
110 1.Enqueue
111 2.Dequeue
112 3.Display
113
    4.Exit
114 Enter Your choice: 3
115 The elements of queue are: 12 -> 13 -> 14 -> NULL
116 1. Enqueue
117 2.Dequeue
118 3.Display
119 4.Exit
120 Enter Your choice: 2
121 Removed 12 from queue.
122 1.Enqueue
123 2.Dequeue
124 3.Display
125 4.Exit
126 Enter Your choice: 2
127
    Removed 13 from queue.
128 1.Enqueue
129 2.Dequeue
130 3.Display
131 4.Exit
132 Enter Your choice: 3
133 The elements of queue are: 14 -> NULL
134
    1.Enqueue
135 2.Dequeue
136 3.Display
137 4.Exit
138 Enter Your choice: 4
139 PS S:\WorkSpace\CollegeWork\DataStructure>*/
```