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#include <iostream>
#include <string>
using namespace std;
class PizzaOrderQueue {
private:
  int front, rear, count, capacity;
  string* orders;
public:
  // Constructor
  PizzaOrderQueue(int maxOrders) {
     capacity = maxOrders;
     orders = new string[capacity];
     front = rear = -1;
     count = 0;
  }
  // Destructor
  ~PizzaOrderQueue() {
     delete[] orders;
  }
  // Function to add a new order
  bool placeOrder(const string& order) {
     if (isFull()) {
       cout << "The order queue is full. Cannot accept more orders.\n";</pre>
       return false;
     }
     // Placing the first order
     if (isEmpty()) {
       front = rear = 0;
     } else {
       // Move rear circularly
       rear = (rear + 1) % capacity;
     orders[rear] = order;
     count++;
     cout << "Order placed: " << order << endl;
     return true;
  }
```

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// Function to serve the next order
bool serveOrder() {
  if (isEmpty()) {
     cout << "No orders to serve.\n";
     return false;
  }
  cout << "Order served: " << orders[front] << endl;</pre>
  // Check if it's the last order
  if (front == rear) {
     front = rear = -1; // Reset the queue
  } else {
     // Move front circularly
     front = (front + 1) % capacity;
  }
  count--;
  return true;
}
// Function to display the current orders
void displayOrders() const {
  if (isEmpty()) {
     cout << "No orders in the queue.\n";
     return;
  }
  cout << "Current orders in the queue:\n";
  int i = front;
  while (true) {
     cout << orders[i] << (i == rear ? "\n" : " -> ");
     if (i == rear) break;
     i = (i + 1) \% capacity;
  }
}
// Check if the queue is full
bool isFull() const {
  return count == capacity;
}
// Check if the queue is empty
bool isEmpty() const {
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return count == 0;
  }
};
int main() {
  int maxOrders;
  cout << "Enter the maximum number of orders the queue can hold: ";
  cin >> maxOrders;
  PizzaOrderQueue orderQueue(maxOrders);
  int choice;
  string order;
  do {
     cout << "\nPizza Order System:\n";</pre>
     cout << "1. Place Order\n";</pre>
     cout << "2. Serve Order\n";
     cout << "3. Display Orders\n";
     cout << "4. Exit\n";
     cout << "Enter your choice: ";
     cin >> choice:
     switch (choice) {
       case 1:
          cout << "Enter the order description: ";
          cin.ignore();
          getline(cin, order);
          orderQueue.placeOrder(order);
          break;
       case 2:
          orderQueue.serveOrder();
          break;
       case 3:
          orderQueue.displayOrders();
          break;
       case 4:
          cout << "Exiting the program.\n";
          break:
       default:
          cout << "Invalid choice. Please try again.\n";
  } while (choice != 4);
  return 0;
```