08-01-2024 (a) wap to simulate the working of the aveue of integers using an away provide following operations. Insert, delete, display the program should print appropriate message for overflow and underflow condition. > int queue [MAX]; tear=-1, front=-1; Void Insert (int a) if (rear = = MAX-1) printf ("aueue previllow in"); else front = 0; printf ("Enter the element to be in serted!"): 8 can f (" y.d", & a); rear = reart!; queue [rear] = a; delete if [front = = -1 [] front 7 rear) printf(" aveue ore underflow in");

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else
    printf (" Deleted Element is r.d in"
     front = front +1;
void display
  if (front=k=-1)
   printf ("Queue i'd Empty");
  else
     printf (4 avene is: ");
     for lint i-foront; i' = rear; i++)
        printf("/d", queue [i]).
```

@ mile a program to stimulate the inverting of the a christian queue using an average provide the following operations in the program should print appropriate mestage for queue tempty and queue overstow conditions. Plat queuel la 18 ], lear, 1. Front = -1; world insort (int a) (1) (18 Latter) prints ("Queue is Full"); 2150 if (front = = -1) front = D. rear = (rear +1) 7.517E; items Queue [rear] = a; printf ("Inserted " xd", a); delete 1) int a it (is Empty ()) print s ("Quelle l'a fait"):

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a = Que ue [front]
     if (front== reay)
        front = -1
      else
        front = (front + 1) 1. SIZE:
      return (a);
void display ()
   et (is Empty1))
{
Printf ("Queue it tempty");
    erse
     for (inti=front; il=reag; P=(i+1) y.SIZE)
         prints (" 1.0", queue[i])
```

Olp: Chrutax 1. Insert 2. Delete 3. Display. Enter choice: 2. anuelle under How. 2) 1. Insert 2. Delete 3. Display. Enter choice: 1 elements to be inserted: Enter choice: 3 2 3 4 5 Enter Lhoice: 2. 2 is deleted. Enter projece:3 3 4 5 124 08 10 124