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#include <stdio.h>
#include<stdbool.h>
#include<stdlib.h>
#define MAX 10
int front = -1;
int rear= -1;
int q[MAX];
bool isEmpty()
  if(front == -1 && rear == -1) return true;
  else
  return false;
}
bool isFull()
  if(rear==MAX-1)
  return true;
  else
  return false;
void push(int x)
  if(isFull())
    printf("OVERFLOW!");
  }
  else if(isEmpty())
    front = 0;
    rear=0;
    q[rear]=x;
  }
  else
     rear++;
    q[rear] = x;
  }
```

```
}
int pop()
  if(isEmpty())
  {
    printf("UNDERFLOW!");
  }
  else
  {
    int val= q[front];
    if(front == rear)
       front = -1;
       rear= -1;
    }
     else
     {
       front++;
    return val;
  }
}
int frontele()
  if(isEmpty())
  return -1;
  else
  return q[front];
}
int main() {
  // Write C code here
  printf("This is a menu driven program!\n\n");
  int choice;
  while(1)
     printf("\n\nEnter a choice from 1 to 6:\n1:Push an element\n2:Pop an
element\n3.See the element at the front\n4.Display size of queue\n5.Display the
```

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queue\n6.Exit the program\n");
     scanf("%d", &choice);
     switch(choice)
       case 1:
          int element;
          printf("Enter an element to be pushed: ");
          scanf("%d", &element);
          push(element);
          printf("The queue after adding %d is: ", element);
          for(int i=front; i<=rear;i++)</pre>
            printf("%d ", q[i]);
          }
          break;
       }
       case 2:
          int val= pop();
          printf("The element popped is: %d", val);
          printf("\n\nThe queue after popping is: ");
          for(int i=front; i<=rear;i++)</pre>
            printf("%d ", q[i]);
          }
          break;
       }
       case 3:
          int f=frontele();
          printf("\n\nThe element at the front of the queue is: %d", f);
          break;
       }
       case 4:
       {
          int size= rear-front+1;
          printf("The size of the queue is: %d", size);
          break;
       }
```