```
# include <stdio.h>
# include <conio.h>
# define qsize 3
int f=0, r=-1, ch;
int item, q[10];
int isfull()
{ return (r==qsize-1) ? 1:0;
}
int isempty(int f, int r)
{ return (f>r) ? 1:0;
}
void insertrear()
{ if(isfull(r))
{ pf("Queue Overflow");
return;
}
r=r+1;
q[r]= item;
}
void delete_front()
{ if (isempty(f,r))
{ pf ("Queue Underflow");
return;
}
```

```
printf("Item deleted is %d\n", q[(f)++]);
    if (f>r)
      {
        f = 0;
        r = -1;
      }
  }
void delete_rear()
{
  if (isempty())
      {
        pf ("queue is empty \n");
        return;
      }
  pf ("item deleted is %d \n", q[(r)--]);
  if (f>r)
    {
      f=0;
      r=-1;
    }
  }
```

```
void main ()
{ for(;;)
{ printf("\n 1: insert_rear \n 2: delete_front \n
                    3: delete_rear \n 4: display
                          \n");
  printf("Enter choice");
  scanf("%d", &ch);
  switch (ch)
{ case 1: printf("Enter the item");
          scanf("%d", &item);
          insert_rear();
          break;
  case 2: delete_front();
          break;
  case 3: delete_rear();
          break;
  case 4: display();
          break;
  default: exit(0);
          }
          } }
```