```c
#include <stdio.h>
#include <stdlib.h>
#define MAX 3
int front = 0;
int rear = -1;
int queue[MAX];

void Enqueue(int);
int Dequeue();
void display();

int main(int argc, char **argv)
{
    int option;
    int item;
    do {
        printf("\n1. Insert an element to Queue (Enqueue)");
        printf("\n2. Delete an element from Queue (Dequeue)");
        printf("\n3. Display the content of the Queue ");
        printf("\n4. Exit\n");
        printf("Enter the option :");
        scanf("%d", &option);
        switch(option)
        {
            case 1: printf("Enter the element \n");
                    scanf("%d", &item);
                    Enqueue(item);
                    break;
```

```c
case 2 :  item = Deque();
          if(item == -1);
              printf("Queque is empty\n");
          else
              printf("Removed %d element from the
              queue", item);
          break;

case 3 :  display();
          break;
case 4 :  exit();
        }
    } while(option != 4);
    return 0;
}

void Enque(int ele)
{
    if(rear == MAX-1)
        printf("Quece is full\n");
    else
    {
        rear++;
        queque[rear] = ele;
    }
}
```

```
int Deque()
{
    int item.
    if(front == -1)
        return -1.
    else
    {
    item = queue [front].
    front ++.
    if(front > rear)
    {
        front = -1.
        rear = -1;
    }
    return item;
    }
}
void display()
{
    int i.
    if(front == -1)
    {
        printf(" Queue is empty \n");
    }
    else
    {   printf(" Queue contents: \n").
        for(i = front; i <= rear; i++)
        {
            printf("\n %d", queue [i]);
        }
    }
}
```