

```

# #include <stdio.h>
#include <conio.h>
#define QUEUE_SIZE 3
int item, front = 0, rear = -1, q[10];
void insertatrear()
{
    if (rear == QUEUE_SIZE - 1)
    {
        printf("queue overflow\n");
        return;
    }
    rear = rear + 1;
    q[rear] = item;
}

```

int deletefront()

{
if (front > rear)

{

front = 0;

rear = -1;

return;

}

return q[front++];

}

void display()

{

int i;

if (front > rear)

{

printf("Queue is empty");

return;

}

printf("Contents of queue\n");

for (i = front; i <= rear; i++)

printf("%d\n", q[i]);

}

}

void main()

{

int choice;

clrscr();

for(;;)

{

printf("Enter choice\n");

scanf("%d", &choice);

switch(choice)

{


```
case 1: printf("Enter item");
```

```
scanf("%d", &item);
```

```
insertrear();
```

```
break;
```

```
case 2: item = deletefront();
```

```
if (item == -1)
```

```
printf("queue empty");
```

```
else
```

```
printf("item deleted\n", item);
```

```
break;
```

```
case 3: display();
```

```
break;
```

```
default: exit(0);
```

```
}
```

```
}
```