```c
14.#include <stdio.h>

#define SIZE 5

int queue[SIZE];
int front = -1, rear = -1;

void enqueue(int val) {
    if (rear == SIZE - 1)
        printf("Queue is full\n");
    else {
        if (front == -1) front = 0;
        rear++;
        queue[rear] = val;
        printf("Inserted %d\n", val);
    }
}

void dequeue() {
    if (front == -1 || front > rear)
        printf("Queue is empty\n");
    else {
        printf("Deleted %d\n", queue[front]);
        front++;
    }
}
```

```c
void display() {

    if (front == -1 || front > rear)

        printf("Queue is empty\n");

    else {

        printf("Queue: ");

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

            printf("%d ", queue[i]);

        printf("\n");

    }

}


int main() {

    enqueue(10);

    enqueue(20);

    enqueue(30);

    display();

    dequeue();

    display();

    return 0;

}
```

```
Output
Inserted 10
Inserted 20
Inserted 30
Queue: 10 20 30
Deleted 10
Queue: 20 30


=== Code Execution Successful ===
```