```
24
25
         printf("%d deleted.\n", q[front++]);
         if (front > rear) {
26
            // Reset queue when empty
27
            front = rear = -1;
28
29
30
31
   pvoid display() {
         if (front == -1 \mid \mid front > rear) {
32
33
            printf("Queue is empty.\n");
34
             return;
35
36
        printf("Queue: ");
37
         for (int i = front; i <= rear; i++) {</pre>
38
39
            printf("%d ", q[i]);
  1
        printf("\n");
40
41
42
   ⊨int main() {
43
44
         int ch;
45
         while (1) {
            printf("\n1.Insert 2.Delete 3.Display 4.Exit\nChoice: ");
46
             scanf("%d", &ch);
47
48
             switch (ch) {
49
                case 1: insert(); break;
50
                 case 2: delete(); break;
51
                 case 3: display(); break;
```

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                                                                        e × LINEAR.c ×
1
   #include <stdio.h>
2
   #define SIZE 2
3
4
   int q[SIZE], front = -1, rear = -1;
5
6
 □void insert() {
7
      if (rear == SIZE - 1) {
8
          printf("Queue Overflow!\n");
9
          return;
0
1
      int x;
2
      printf("Enter value: ");
3
      scanf("%d", &x);
4
       if (front == -1) front = 0;
5
       q[++rear] = x;
6
7
       printf("%d inserted.\n", x);
8
 □void delete() {
0
      if (front == -1 \mid \mid front > rear) {
1
          printf("Queue Underflow!\n");
2
          return;
3
      printf("%d deleted.\n", q[front++]);
4
5
6
7
       if (front > rear) {
          // Reset queue when empty
          front = rear = -1;
```

