```
#include
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using namespace std;
class Queue
{
    private:
        int front;
        int rear;
        int size;
        int *store;
    public:

    Queue(int size)
    {
        this->size=size;
        front=-1;
        rear=-1;
        store=new int[size];
    }

    ~Queue()
    {
        delete[] store;
    }


    void enque(int data)
    {
        if(!Isfull())
        {
            if(front==-1)
                front=rear=0;
            else
                rear=(rear+1)%size;
            store[rear]=data;
        }
    }


    int deque()
    {
       if(!Isempty())
        {

            int temp=store[front];

            if(front==rear)
                rear=front=-1;
            else
                front=(front+1)%size;
            return temp;

        }
```

```
    }


    int Isempty()
    {
         if(front==-1)
        {
            cout<<"EMPTY"<>i;
    Queue q1(i);
    string rmd;
 while(1)
{
     cin>>rmd;
     if(rmd=="enque")
     { int d;
       cin>>d;
         q1.enque(d);
     }
     if(rmd=="deque")
     {
         if(!q1.Isempty())
             cout<
```