**Basic Operations of Queue**

A queue is an object (an abstract data structure - ADT) that allows the following operations:

* **Enqueue**: Add an element to the end of the queue
* **Dequeue**: Remove an element from the front of the queue
* **IsEmpty**: Check if the queue is empty
* **IsFull**: Check if the queue is full
* **Peek**: Get the value of the front of the queue without removing it

**Working of Queue**

Queue operations work as follows:

* two pointers FRONT and REAR
* FRONT track the first element of the queue
* REAR track the last element of the queue
* initially, set value of FRONT and REAR to -1

**Enqueue Operation**

* check if the queue is full
* for the first element, set the value of FRONT to 0
* increase the REAR index by 1
* add the new element in the position pointed to by REAR

**Dequeue Operation**

* check if the queue is empty
* return the value pointed by FRONT
* increase the FRONT index by 1
* for the last element, reset the values of FRONT and REAR to -1

