```
#include<iostream>
#include<stdlib.h>

using namespace std;

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template <class T> class QueueADT
{
                        int size, front, rear;
                        T queue[10];
        public:
                        QueueADT(int s);
                        int isFull();
                        int isEmpty();
                        void Insert(T data);
                        T Delete();
};
- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -


- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -
template <class T> QueueADT <T> :: QueueADT(int s)
{
            size=s;
            front=rear=0;
}
- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -


- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -
template <class T> int QueueADT <T> :: isFull()
{
        if (rear==size)
                                return 1;
        else
                                return 0;
}
- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -


- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -
template <class T> int QueueADT <T> :: isEmpty()
{
        if (front==rear)
                                return 1;
        else
                                return 0;
}
- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- ---------- -
```

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```
template <class T> void QueueADT <T> :: Insert(T data)
{
	if(isFull())
	{
			cout << ".....Queue FULL..!! MSG from Insert(T data)";
			return;
	}
	else
	{
			rear=rear+1;
			queue[rear]=data;
	}
}
```

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```
template <class T> T QueueADT <T> :: Delete()
{
	T ddata=-1;

	if(isEmpty())
	{
			cout << ".....Queue EMPTY..!! MSG from Delete()";
	}

	else
	{
			front=front+1;
			ddata=queue[front];
	}
	return(ddata);
}
```

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```
main()

{
        int ch;
        int t;
        int y;

        QueueADT <int> que(5);

        do
        {
                cout <<"\n 1.Insert \n 2.Delete \n 3.Exit \n Enter Choice ? ";
                cin >> ch;

                switch(ch)
                {
                        case 1:
                                        cout <<"Enter Data ? ";
                                        cin >> y;

                                        que.Insert(y);
                                        break;
                        case 2:
                                        t=que.Delete();

                                        if(t!=-1)
                                                        cout << "Deleted Data = " << t;
                                        break;

                        case 3:
                                        exit(0);
                }

        }  while (ch!=3);

        return (0);
}
```

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