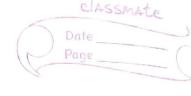
Ascending priority quelle #indude <stdio.h> # include < stall b. h) # define q-size 5 int r=-1, f=0, item, count =0; int g(10), ch; void ment - rear () if (v== q-site-1) print (" game overflow In") return g(r) = item; count ++; void insertion sort () int i, j, ky; for (i=1, ix want; i++) · (i) = 9(i); 1-1-1 while (;>=0 + & q(i) < ky)

q(j+1) = by; void delete reace ) (t>x) F-= 0 . print ("Queue is empty In"); return: prints ("Idem deleted := rd /n" g (r--]); void display () if (+>x) print (" que is empty) /n"); friends (" contents of the grunn are. In"); of (int. 1=4; i<= r; 1++) Stirt (" 4.9 /1);



for (ji) print (" insert rear n 2: deleté rear : ln3. print ("Enter the choice: In");

Scanf (".d", &ch);

switch (ch) & court ("...d", b item); (n'.); insura reacti involtion\_sort()i break; case 2:- delete rear (1; break ', can 3:- display (1;
break;
default : ext (3); return D')