**#include <stdio.h>**

**#define SIZE 5**

**int queue[SIZE];**

**int front=-1;**

**int rear=-1;**

**void insert(int element)**

**{**

**if((rear+1)%SIZE==front)**

**printf("Queue overflow");**

**else**

**{**

**rear=(rear+1)%SIZE;**

**if(front==-1)**

**front=front+1;**

**queue[rear]=element;**

**}**

**}**

**void delete()**

**{**

**if(front==-1 && rear==-1)**

**printf("Queue underflow");**

**else**

**{**

**printf("The element popped is %d",queue[front]);**

**if(front==rear)**

**front=rear=-1;**

**else**

**front=(front+1)%SIZE;**

**}**

**}**

**void display()**

**{**

**int i;**

**if(front==-1 && rear==-1)**

**printf("Queue underflow");**

**else**

**{**

**i=front;**

**while(1)**

**{**

**printf("%d ",queue[i]);**

**if(i==rear)**

**break;**

**i=(i+1)%SIZE;**

**}**

**}**

**}**

**void main()**

**{**

**while(1)**

**{**

**int ch,element;**

**printf("Enter 1 to insert elements into the queue, 2 to delete from the queue, 3 to display and 4 to exit ");**

**scanf("%d",&ch);**

**if(ch==1)**

**{**

**printf("Enter the element to insert into the queue ");**

**scanf("%d",&element);**

**insert(element);**

**}**

**else if(ch==2)**

**delete();**

**else if(ch==3)**

**display();**

**else if(ch==4)**

**break;**

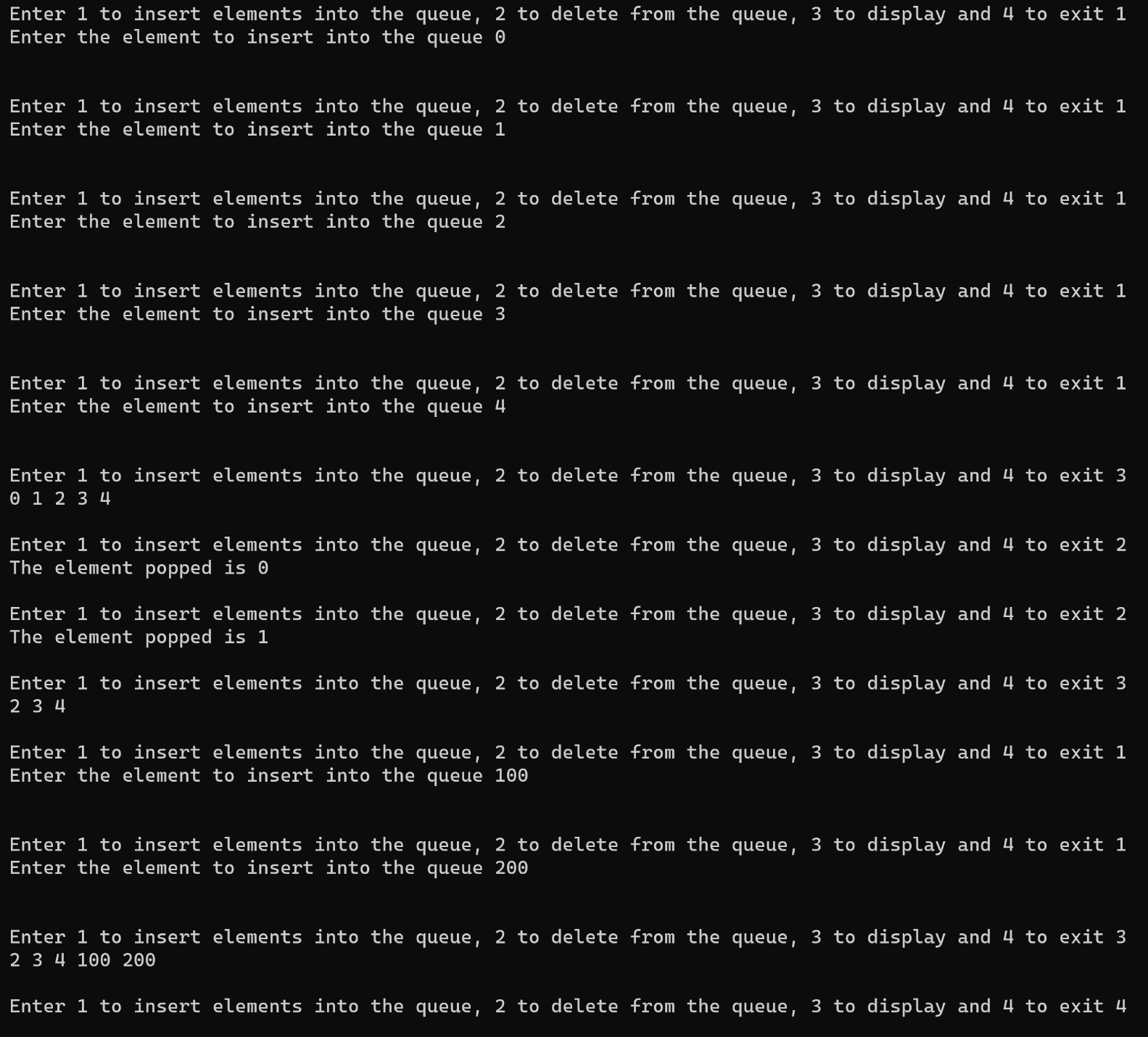
**else**

**printf("Invalid input");**

**printf("\n\n");**

**}**

**}**

****