

```
if(*count==0)
       printf("THE QUEUE IS EMPTY\n");
       return;
   else
   printf("THE CONTENTS OF THE QUEUE IS= ");
   for (i=1; i <= * count; i++)
       printf("%d\t",cq[*f]);
       *f=(*f+1)%n;
   printf("\n");
int main()
    int c, i;
    int count=0;
    int r=-1;
    int f=0;
    int n;
    int cq[10];
    printf("ENTER THE SIZE OF QUEUE\n");
    scanf ("%d", &n);
    while (i!=4)
        printf("1-INSERT 2-DELETE 3-DISPLAY 4-EXIT\n");
        printf("ENTER THE CHOICE\n");
        scanf("%d", &c);
        switch(c)
            case 1:
                    insertrear(cq,n,&f,&r,&count);
                    break:
```

```
int main()
   int c, i;
   int count=0;
   int r=-1;
   int f=0;
   int n;
   int cq[10];
   printf("ENTER THE SIZE OF QUEUE\n");
   scanf("%d", &n);
   while (i!=4)
       printf("1-INSERT 2-DELETE 3-DISPLAY 4-EXIT\n");
       printf("ENTER THE CHOICE\n");
       scanf ("%d", &c);
       switch(c)
            case 1:
                    insertrear(cq,n,&f,&r,&count);
                    break;
            case 2:
                    deletefront(cq,n,&r,&f,&count);
                    break;
            case 3:
                    display(cq,n,&r,&f,&count);
                    break;
            case 4:
                    exit(0);
          default:
                    printf("INVALID CHOICE");
```

```
ENTER THE SIZE OF QUEUE

Sym 1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED

34
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE ITEM TO BE INSERTED

23
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED

56
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED

55
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE ITEM TO BE INSERTED

53
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE ITEM TO BE INSERTED

34
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED

34
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED

34
1-INSERT 2-DELETE 3-DISPLAY 4-EXIT
ENTER THE CHOICE

1
ENTER THE ITEM TO BE INSERTED
```

