```c
#include<stdio.h>

#include<malloc.h>

void Insert();

void Delete();

void Display();

void exit();

struct node
{
    int data;
    struct node *next;
}*front=NULL,*rear=NULL;

int main()
{
    int choice;
    printf("\nQUEUE OPERATIONS USING ARRAY");
    printf("\n------------------------------");
    printf("\n 1.INSERT\n 2.DELETE\n 3.DISPLAY\n 4.EXIT");
    while(1)
    {
```

```c
printf("\nEnter the Choice:");
scanf("%d",&choice);
switch(choice)
{
    case 1:
    {
        Insert();
        break;
    }
    case 2:
    {
        Delete();
        break;
    }
    case 3:
    {
        Display();
        break;
    }
    case 4:
```

```c
            {
                exit(1);
            }
        default:
            {
                printf ("\nPlease Enter a Valid
Choice(1/2/3/4)");
            }

        }
    }
}
void Insert()
{
    struct node *p;
    int added_element;
    p=(struct node *)malloc(sizeof(struct node));
    printf(" Enter a value to be Adding in Queue:");
    scanf("%d",&added_element);
    p->data=added_element;
```

```c
    p->next=NULL;
    if(front==NULL)
        front=p;
    else
        rear->next=p;
    rear=p;
}
void Delete()
{
    struct node *p;
    if(front==NULL)
        printf("Queue Underflow\n");
    else
    {
        p=front;
        printf("Element deleted from Queue is : %d\n",p->data);
        front=front->next;
        free(p);
    }
```

```c
}
void Display()
{
    struct node *q;
    q=front;
    if(front==NULL)
        printf("Queue is empty");
    else
    {
        printf("Queue element is\n");
        while(q!=NULL)
        {
        printf("%d\n",q->data);
        q=q->next;
        }
    }
}
```