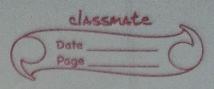
Lab 3! Quil! WAP to simulate the working of queue using an array. Provide the following operations a) Insert b) Deleta c) Display -)#include (stdio, h) # include < stdlib. h7 #define QUE_SIZE 3. int item, pont = 0, rear = -1, 9[10]; void insertuare) if (rear == QUE_SIZE-1) & print ("Queue overflow [n"); rear = rear + 1, g[rar] = item; int deletepront () if (front Trear) real = -1", "[++trong]p neutre display & () void



```
if (front > rear)
    printf ("Quie is empty h");
     suturn;
printf (" Contents of queue", ");
for Ci=front; i <= ruar ", i++)
    pocintf ("%d", q,[i]);
("n") ftriveq
unt main ()
  int choice;
    for (; ;)
      3 printf ("In 1: insut-mar 2: delite-front
3'display 4: exit \u");
 printf ("Enter the choice: ")")
scanf ("%,d", & choice);
 switch (dwice)
  case 1: printf (a Enter the item to be inserted.")
     scor scanf ("(d", &item)")
              insutrear();
              bouck',
```

case 2: item = delite pront(); if (item == -1) print ("Queue is empty) u"); else printf ("item deleted = %dlu"ite buak; care 3; display Q(); g default: exit (0);

1: insert-rear 2: delete-front 3: display 4:exi Enter the choice: 1

Entes the item to be inserted: 10.

1: insert_rear 2: delete-front 3: display 4:0 Enter the choice!

Enter the item to be inserted: 20.

l'insert-rear 2' delete-front 3'display 4'es Enter the choice: 1

Enter the item to be inserted: 30

l'insut man 2 : debite front 3 : display 4 : exit Enter the choice: 1

Enter the item to be inserted: 40,

1. insert_real 2: delete_front 3: display u: exit Enter the choice: 3 Contents of the queue: 10 20 30.

1. insert-rear 2: delete front 3: display 4: exit Entre the choice: 2. item abbited=10.

1. insert rear 2: deleter front 3: display 4: exit Enter the choice: 2. item deleted = 20

1: insut_rear 2: delete front 3: display « exit Enter the choice & 2 I tem deleted = 30.

l'insert man 2 delete-front g'diglay n'exit Enter the choice. 2 Queue is empty

1: insert-rear 2: delete-front 3: display 4: exit Enter the choice: 3 Queen is empty.

1. inent_reas 2: delete front 3: diplay 4: exit