```
#include<stdlib.h>
#include<stdio.h>
#define MAX 5
int count = 0 , front = 0 , rear = -1 , a[MAX] ;
void insert() {
        if(rear != MAX-1) {
                int item;
                printf("Enter the element to be pushed : ");
                scanf("%d" , &item);
                if(front == 0 \&\& rear == -1)
                        a[++rear] = item;
                else {
                         int j = rear;
                         while (j \ge 0 \&\& item < a[j]) {
                                 a[j+1] = a[j];
                                 j−−;
                         a[j+1] = item;
                         rear++;
                 }
                count++;
        else
                printf("Priority queue is empty.\n");
}
void delete() {
        if (rear == -1) {
                printf("Queue is empty.\n");
        else if (front == rear) {
                printf("%d successfully deleted.\n" , a[front]);
                front = 0;
                rear = -1;
        }
        else
                printf("%d successfully deleted.\n" , a[front++]);
}
void display() {
        if (rear != -1) {
                printf("Elements of queue are : ");
                for (int i = front ; i <= rear ; i++)
                         printf("%d " , a[i]);
                printf("\n");
        }
        else
                printf("Queue is empty.\n");
}
void main() {
        int choice , flag = 1 ;
        printf("Enter the operation to be performed.\n");
        while(flag) {
```

```
printf("1.Insert \t 2.Delete \t 3.Display \t 4.Exit :
");
                scanf("%d" , &choice);
                switch(choice) {
                        case 1 : insert();
                                 break;
                        case 2 : delete();
                                 break;
                        case 3 : display();
                                 break;
                        case 4 : flag = 0;
                                 break;
                        default : printf("Invalid input.\n");
                                  break;
                }
        }
}
```