```c
#include<stdio.h>
#include<stdlib.h>

typedef struct cllqueue {
        int data;
        struct cllqueue * ptr ;
}cllqueue;

cllqueue * front = NULL , *rear = NULL;

cllqueue * createnode() {
        cllqueue * newnode = (cllqueue *)malloc(sizeof(cllqueue));
        printf("Enter the element to be inserted : ");
        scanf("%d" , &newnode->data);
        newnode->ptr = front;
        return newnode;
}

void insert() {
        if (front == NULL) {
                front = createnode();
                front->ptr = front;
                rear = front;
        }
        else {
                cllqueue * temp = createnode();
                rear->ptr = temp;
                rear = temp;
        }
        printf("Element %d successfully inserted.\n" , rear->data);
}

void delete() {
        if(front == NULL)
                printf("Queue is empty.\n");
        else if(front->ptr == front) {
                printf("Element %d successfully deleted.\n" , front-
>data);
                front = NULL;
                rear = NULL;
        }
        else {
                printf("Element %d successfully deleted.\n" , front-
>data);
                front = front->ptr;
                rear->ptr = front;
        }
}

void display() {
        if(front == NULL)
                printf("Queue is empty.\n");
        else {
                cllqueue * strt = front;
                printf("Elements of queue are : ");
                do {
```

```c
                printf("%d ",strt->data);
                strt = strt->ptr;
            }while(strt != front);
            printf("\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;
                }
        }
}
```