| #include<stdio.h> #include<conio.h> #define size 5 // This is called marco definition **int** queue[size]; // here we are use static memory location using array **int** front = -1; **int** rear = -1;  **void** **enqueue**() {  **int** data;  printf("Enter data in queue: ");  scanf\_s("%d", &data);  **if** (rear == size-1)  {  printf("\nQueue is full\n");  }  **else** **if** (front == -1 && rear == -1)  {  front = rear = 0;  queue[rear] = data;  }  **else**  {  rear++;  queue[rear] = data;  } }  **void** **dequeue**() {  **if** (front == -1 && rear == -1)  {  printf("\nQueue is empty\n");  }  **else** **if** (rear == front)  {  rear = front = -1;  }  **else**  {  printf("\nDequeue item is = %d\n", queue[front]);  front++;  } } **void** **peek**() {  **if** (front == -1 && rear == -1)  {  printf("\nQueue is empty\n");  }  **else**  {  printf("\nPeek data is = %d\n", queue[front]);  } } **void** **display**() {  printf("\n");  **for** (**int** i = front; i <= rear; i++)  {  printf("Data available in the queue : %d\n", queue[i]);  } } **void** **main**() {  **int** choice;  **do**  {  printf("\npress 1 for Enqueue");  printf("\npress 2 for Dequeue");  printf("\npress 3 for peek data");  printf("\npress 4 for Display data");  printf("\nEnter your choice: ");  scanf\_s("%d", &choice);  **switch** (choice)  {  **case** 1: enqueue();  **break**;  **case** 2: dequeue();  **break**;  **case** 3: peek();  **break**;  **case** 4: display();  **break**;  **default**: printf("\nInvalid Input!!!\n");  **break**;  }   } **while** (choice != 0);   {  \_getch();  }   } |
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