pseudo code for Queue [Insert, Delete, Display]

```c
int main ()
{
int choice ;
    while (1)
    {
        printf ("Insert element ");
        printf (" Delete element ");
        printf (" Display ");
        printf (" Quit ");
        printf (" Enter your choice : ");
        scanf ("%d" &choice );
        switch (choice)
        {
        case 1:
        insert ();
         break;
        case 2:
        delete ();
         break.
        case 3 :
        display();
         break
        case 4:
         exit (1);
            default:
            printf (" Wrong choice ");
```

```c
// inserting an element

void insert ()
{
int addItem ()
{
int addItem;
if (rear == max-1)
printf (" Queue overflow ");
    else
    {
        if (front == -1)
        front = 0;
        printf (" Insert the element in queue : ");
        scanf (" %d ", & addItem );
        rear = rear + 1;
        queueArray [rear] = addItem;
    }
}

// deleting an element

void delete ()
{
if (front == -1 || front > rear)
{
printf (" Queue Underflow ");
return;
}
else
```

```c
        {
        printf ("Element    deleted from queue is : %d",
                        queueArray [front]);

        }
    }

// to display

void display ()
    {
    int i;
    if (front == -1)
        printf ( "Queue is empty ");
    else
        {
        printf ("Quee is : " );
        for (i = front ; i <= rear; i++)
            printf ("%d", queueArray [i]);
        printf ("\n");
        }
    }
```