```c
#include <stdio.h>
#define SIZE 5

int queue[SIZE], front = -1, rear = -1;
void enqueue(int val) {
    if (rear == SIZE - 1)
        printf("Queue Overflow\n");
    else {
        if (front == -1) front = 0;
        queue[++rear] = val;
        printf("%d enqueued\n", val);
    }
}
void dequeue() {
    if (front == -1 || front > rear)
        printf("Queue Underflow\n");
    else
        printf("Dequeued: %d\n", queue[front++]);
}
void display() {
    if (front == -1 || front > rear)
        printf("Queue is empty\n");
    else {
        printf("Queue: ");
        for (int i = front; i <= rear; i++)
            printf("%d ", queue[i]);
        printf("\n");
    }
}
int main() {
    int choice, val;
    do {
        printf("\n1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT\nEnter choice: ");
        scanf("%d", &choice);
        switch (choice) {
            case 1: printf("Enter value: "); scanf("%d", &val); enqueue(val); break;
            case 2: dequeue(); break;
            case 3: display(); break;
        }
    } while (choice != 4);
    return 0;
}
```

```
1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 1
Enter value: 10
10 enqueued

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 1
Enter value: 20
20 enqueued

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 1
Enter value: 30
30 enqueued

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 3
Queue: 10 20 30

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 2
Dequeued: 10

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 20

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice: 3
Queue: 20 30

1.ENQUEUE 2.DEQUEUE 3.DISPLAY 4.EXIT
Enter choice:
```