```c
# include<stdio.h>
# define MAX 5
        C_Queue
{
 int arr[MAX];
 int front;
 int rear;
};
//**************************************************
int IS_Empty(       C_Queue*Q_ptr)
{ printf("heyy");
   (Q_ptr->front ==-1 && Q_ptr->rear == -1)
 {

  Q_ptr->front =Q_ptr->rear = -1;
  printf("Queue is Empty");
        0;
 }
            1;
}
//**************************************************
int IS_Full(       C_Queue*Q_ptr)
{
 Q_ptr->rear++;
   (Q_ptr->rear%MAX == Q_ptr->front)
 {
 printf("Queue if Full\n");
       1;
 }

       0;

}
//********************************
void Insert(       C_Queue*Q_ptr)
{
  int data;
   (Q_ptr->rear == -1)
  {
  Q_ptr->rear = Q_ptr->front = 0;
  printf("Please enter the data\n");
  scanf("%d",&data);
  Q_ptr->arr[Q_ptr->rear%MAX] = data;
  }

  {Q_ptr->rear++;
    printf("Please enter the data\n");
  scanf("%d",&data);
  Q_ptr->arr[Q_ptr->rear%MAX] = data;
  }

}
//*******************************************
void Delete(       C_Queue*Q_ptr)
{
   (IS_Empty(Q_ptr))
  {      (Q_ptr->front == Q_ptr->rear%MAX)
  {
  printf("%d is deleted\n",Q_ptr->arr[Q_ptr->front]);
  Q_ptr->front = Q_ptr->rear =-1;
        ;
  }
  printf("%d is deleted\n",Q_ptr->arr[Q_ptr->front]);
  Q_ptr->front++;

  }
```

```c
}
//***************************************************
void Display(          C_Queue*Q_ptr)
{
    (int i=Q_ptr->front;i<=Q_ptr->rear%MAX;i++)
 {
  printf("%d ",Q_ptr->arr[i]);
 }
 printf("\n");
}
//***************************************************
void main()
{
        C_Queue Q_obj;
 Q_obj.front = Q_obj.rear = -1;
 int choice;

 {
 printf("1.Check Empty\n2.Check
Full\n3.Insert\n4.Delete\n5.Display\n*************\nEnter your choice\n");
 scanf("%d",&choice);
       (choice)
 {
       1: IS_Empty(&Q_obj);
              ;
       2: IS_Full(&Q_obj);
              ;
       3: Insert(&Q_obj);
              ;
       4: Delete(&Q_obj);
              ;
       5: Display(&Q_obj);
              ;
 }
 }     (choice!=0);
}
```