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

#define SIZE 5

int queue[SIZE];
int front = -1;
int rear = -1;

void enqueue(int value) {
    if ((front == (rear + 1) % SIZE)) {
        printf("Queue is Full (Overflow)\n");
        return;
    }

    if (front == -1)
        front = 0;

    rear = (rear + 1) % SIZE;
    queue[rear] = value;
    printf("%d enqueued\n", value);
}

void dequeue() {
    if (front == -1) {
        printf("Queue is Empty (Underflow)\n");
        return;
    }

    int deleted = queue[front];

    if (front == rear) {

        front = rear = -1;
    } else {
        front = (front + 1) % SIZE;
    }

    printf("%d dequeued\n", deleted);
}

void display() {
    if (front == -1) {
        printf("Queue is empty\n");
        return;
    }

    printf("Queue elements: ");
    int i = front;
    while (1) {
```

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    printf("%d ", queue[i]);
    if (i == rear)
        break;
    i = (i + 1) % SIZE;
}
printf("\n");
}

int main() {
    enqueue(10);
    enqueue(20);
    enqueue(30);
    enqueue(40);
    enqueue(50);
    display();
    dequeue();
    dequeue();
    display();
    enqueue(60);
    display();
    return 0;
}
```