

```
#include<stdio.h>
#include<stdlib.h>
struct arrqueue
{
    int *a;
    int f,r;
    int m;
};
typedef struct arrqueue *queue;
typedef int position;
typedef int element;

queue makenullqueue(int);

position frontpos(queue);
position rearpos(queue);
position nextpos(queue,position);

void enqueue(queue,element);
element dequeue(queue);
void printqueue(queue);

void printoptions();
int getoption();

int isempty(queue);
int isfull(queue);
```