desplay ( "Underflow"); "aveue Contents"); Ent i= front ; ic rear+ 1; 2++ Pf ("01.d", queue [:]); but maker () enquello); engieur (20); engieur (30); display Queur (); Ent dequed = dequeue();

Ph ("Dequed Etem: "/od", dequed

Lesplay Queue();

returno;

```
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
EXIT
Enter your option : 1
Enter the number to be inserted in the queue : 10
Inserted successfully
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
EXIT
Enter your option : 1
Enter the number to be inserted in the queue : 20
Inserted successfully
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option : 2
The number deleted is: 10
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option : 3
The elements of the queue are:
                                 20
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
```

4. EXIT

Quelle Contents: 10 20 30 Dequed isem: 10 aveue contents: 20 30 40 50

```
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option :1
Enter the number to be inserted in the queue : 10
10 inserted successfully
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option :1
Enter the number to be inserted in the queue : 20
20 inserted successfully
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option :2
The number deleted is: 10
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
4. EXIT
Enter your option :2
The number deleted is: 20
**** MAIN MENU ****
1. Insert an element
2. Delete an element
3. Display the queue
```

4. EXIT