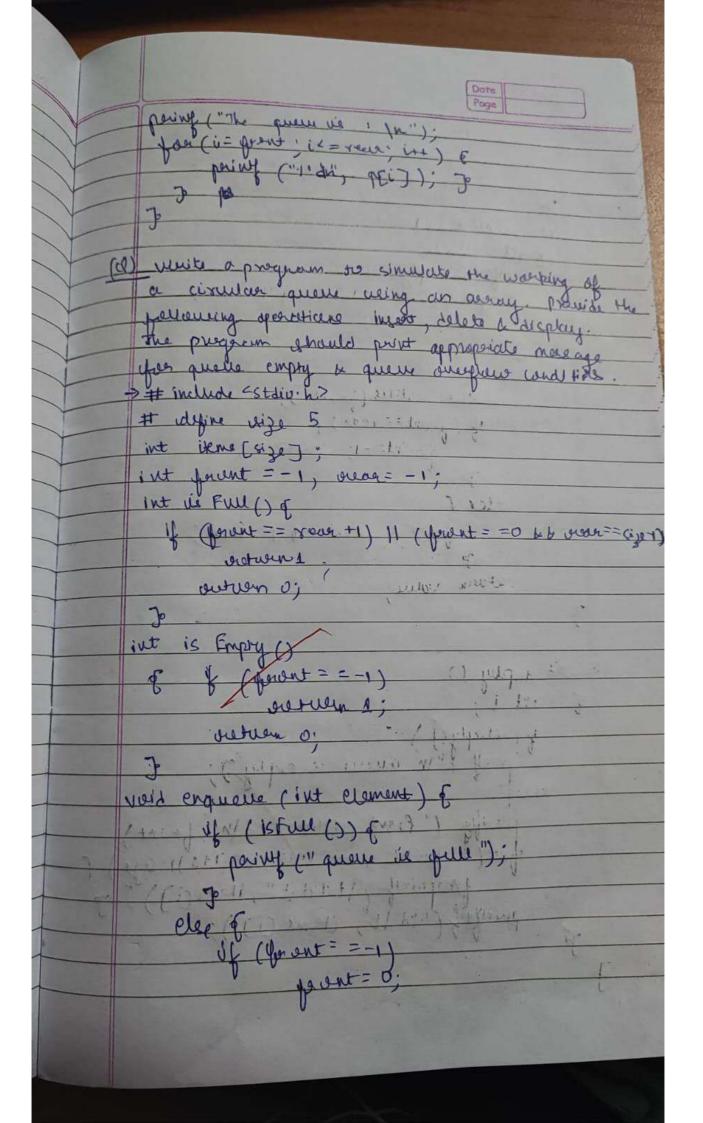
the fullwring operations. The program concert appropriate paid

The program concert permit appropriate paid

messages. # include < stdio.n> # include < (this in) # define SIZE 5 int grant = -1, sees -- 1, int que size); vield luscot (); world delete (); noid display (); I'm int main() of int choice; while (1) of perint ("1: Insent In 2: Delete In 3: Display In 4: Exit) sconf ("1.2"), be charce ); == to 1 cole 1: cose 1: insut(); break; or case 2:04 bolelos out of this delete (); troil) break ; 11 +11. cure 3: break;

case 4: exit,0); default: paint ("wrong input "pn")



void inject () & ( corecon = = SIZE > ) & 3 paint (" overflow condition"); \$ ( grant = = -1) { gerant = 030 points ( "enter avalue to 1 kgest: scant ("1.d") be add); good ( rever] = add; void deleter & land if (grant == real | faint > rear) {
point ("Underflew andition");
nothern; else & print (" The deleted item wall be 1.1" void display () f (forant==-1 11 forant ) serena) &
pering ("The quello ic empry");

Joid main, of int their element. while (1) f' purity (In 1: 1 Heart In): delets In 3: display in purt ("1. d", k chuice); reweith (charce) case 1: paint ("Instructhe clement to insent") Scory ("1d", & element). Coquellet (clement); bareat: (age 2: doment: idequem (); of (clament: = -1) . print(" 1 d is deleted ; ven ", climint bulak; cose 3: display(); break, default : point ("Involid chaice");

new = (near +1) 1. Cize; Hems [rous] = clement. paint (".1.d is intented," clement int do anue & int value; of (is supry ())

Fring (" In oursers is supry 1 In); eler freih den de litter value = jens (forent ); If (grent == rear) ( forent=-1; rear-1; elee f point = (front + 1) 1. Size: oreturn value; ph meliting of inti; of (is Empty ()) purity ("In auene ic empty"); O ACIADA elect junto (" Brent poertion 7.1 d/n", fourt) print ("I'd It" items (i));

```
OUTPUT
                    DEBUG CONSOLE
                                    TERMINAL
                                               PORTS
PROBLEMS
 3)Display
Enter the value you want to insert: 10
1) Insert
 2) Delete
 3)Display
3
                1) Insert
0
        10
 2) Delete
3)Display
2
1) Insert
 2) Delete
3)Display
3
        1) Insert
10
 2) Delete
 3)Display
```