```
else
rear 1- rear +1
A [rear] =x
De guerre ()
if (Is Empty ())
 perint of ("g is kmpty")
 else if (front = = rear)
X <- A[front]
  front <- rear <--1
  else
  FX<-A[front]
  front <- rear <--1
 else
  [troop]A->x3
   front < - front + 1
   return x
```