* #include<stdio.h>
* #define MAX\_SIZE 100
* int queue[MAX\_SIZE];
* int front = -1;
* int rear = -1;
* void enqueue(int element) {
* if (rear == MAX\_SIZE - 1) {
* printf("Queue is full");
* return;
* }
* if (front == -1) {
* front = 0;
* }
* rear++;
* queue[rear] = element;
* }
* int dequeue() {
* if (front == -1 || front > rear) {
* printf("Queue is empty");
* return -1;
* }
* int element = queue[front];
* front++;
* return element;
* }
* int main() {
* enqueue(10);
* enqueue(20);
* enqueue(30);
* printf("%d ", dequeue());
* printf("%d ", dequeue());
* printf("%d ", dequeue());
* printf("%d ", dequeue());
* return 0;
* }