**Code:**

**#include <stdio.h>**

**#define SIZE 100**

**int queue[SIZE];**

**int front = -1, rear = -1;**

**void enqueue(int value) {**

**if (rear == SIZE - 1) {**

**printf("Queue is full (Overflow)\n");**

**} else {**

**if (front == -1) front = 0;**

**rear++;**

**queue[rear] = value;**

**printf("Inserted %d\n", value);**

**}**

**}**

**void dequeue() {**

**if (front == -1 || front > rear) {**

**printf("Queue is empty (Underflow)\n");**

**} else {**

**printf("Deleted %d\n", queue[front]);**

**front++;**

**}**

**}**

**void display() {**

**if (front == -1 || front > rear) {**

**printf("Queue is empty\n");**

**} else {**

**printf("Queue elements: ");**

**for (int i = front; i <= rear; i++) {**

**printf("%d ", queue[i]);**

**}**

**printf("\n");**

**}**

**}**

**int main() {**

**int choice, value;**

**while (1) {**

**printf("\nQueue Menu:\n");**

**printf("1. ENQUEUE\n2. DEQUEUE\n3. DISPLAY\n4. EXIT\n");**

**printf("Enter your choice: ");**

**scanf("%d", &choice);**

**switch (choice) {**

**case 1:**

**printf("Enter the value to insert: ");**

**scanf("%d", &value);**

**enqueue(value);**

**break;**

**case 2:**

**dequeue();**

**break;**

**case 3:**

**display();**

**break;**

**case 4:**

**return 0;**

**default:**

**printf("Invalid choice\n");**

**}**

**}**

**}**

**Output:**

A screenshot of a computer

AI-generated content may be incorrect.