```
#include<stdio.h>
#define QUE_SIZE 3


int item,front=0,rear=-1,q[10];
void insertrear()
{
if(rear==QUE_SIZE-1)
{
printf("\n----------\nQUEUE
OVERFLOW\n----------\n");
return;
    }
rear+=1;
```

```
q[rear]=item;
}

int deletefront()
{
if(front>rear)
{
front=0;
rear=-1;
return -1;
    }
return q[front++];
}

void displayQ()
{
int i;
if(front>rear)
```

```
{
printf("\n-----------------------------------\nQUEUE
IS EMPTY\n-----------------------------------\n");
return;
    }
printf("Contents of the queue:\n");
for(i=front;i<=rear;i++)
{
printf("%d\n",q[i]);
    }
}

void main()
{
int choice;
for(;;)
{
printf("\n1:Insert Rear\n2:Delete Front\n3:Display
```

```
Queue\n4:EXIT\n");
printf("Enter your choice: ");
scanf("%d",&choice);
switch(choice)
{
case 1:printf("\nEnter the value to be inserted: ");
scanf("%d",&item);
insertrear();
break;
case 2:item=deletefront();
if(item==-1)
printf("\n----------------------------------
\nQUEUE IS
EMPTY\n----------------------------------\n");
else
printf("Item Deleted= %d\n",item);
break;
case 3:displayQ();
```

```
break;
default:return;
        }
    }
}
```