

```
#include <stdio.h>
#include <alloc.h>
# define MAX 10

void *arr[MAX] ;
int front, rear ;

void addq (void *item )
{
if ( rear == MAX - 1 )
{
printf ( "\nQueue is full" );
return ;
}
rear++ ;
arr[rear] = item ;

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

int delq(void **data)
{
int i ;

if ( front == -1 )
{
printf ( "\nQueue is Empty" );
return 0;
}
*data = arr[front] ;

if ( front == rear )
front = rear = -1 ;
else
{
for(i=1;i<=rear;i++)
arr[i-1]=arr[i];

rear--;
}
return 1;
}
```

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```
void main( )
{
int *data,choice,success;
int **dataOut;

dataOut=(int**)malloc(sizeof(int*));

rear = front = -1 ;

do{
    printf("\n1. Enqueue\n");
    printf("2. Dequeue\n");
    printf("3. Exit\n");
    printf("Feed in your choice; ");
    scanf("%d",&choice);

    if (choice==1)
    {
        printf("Feed in data to enqueue: ");
        data=(int*)malloc(sizeof(int));
        scanf("%d",data);
        addq(data);
    }

    if (choice==2)
    {
        success=delq(dataOut) ;
        if (success) printf("data removed = %d\n",**dataOut);
    }
}while(choice!=3);
}
```

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