

```
namespace ConsoleApplication1
{
    class program
    {
        class queue
        {
            int[] q;
            int front, rear;
            public queue(int size)
            {
                q = new int[size];
                front = -1;
                rear = -1;
            }
            public void enqueue(int item)
            {
                if (rear >= q.Length-1)
                {
                    Console.WriteLine("over flow");
                    return;
                }
                if (front == -1 && rear == -1)
                {
                    front++;
                    rear++;
                    q[rear] = item;
                    return;
                }
                else
                    rear++;
                q[rear] = item;
            }
            public int dequeue()
            {

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        if ((front == -1) || (front > rear))
        {
            Console.WriteLine("under flow");
            return 0;
        }
        return (q[front++]);
    }
    public void print()
    {
        for (int i = front; i <= rear; i++)
            Console.WriteLine(q[i]);
    }
}
static void Main(string[] args)
{
    queue q = new queue(5);
    q.enqueue(44);
    q.enqueue(66);
    q.enqueue(96);
    q.enqueue(26);
    q.enqueue(46);
    q.print();
    Console.WriteLine("element delete is:{0}",q.dequeue());
    Console.WriteLine("after delete ");
    q.print();
    Console.ReadKey();
}
}
}

```