**Project**

**Code:**

#include<iostream>

#include<stdio.h>

#include <string.h>

#include <stdlib.h>

using namespace std;

float stdprice;

struct Grocery

{

int item\_ID;

string item\_Name[10];

float price;

};

void Additem()

{

printf("1. Add new Item\n");

printf("2. Find the costly items\n");

printf("3. Exit...\n");

}

void FindCostlyItems(struct Grocery gro[])

{

int j;

printf("Enter any standard price : ");

scanf("%f",&stdprice);

printf("Listing the costlier items");

printf("\n------------------------------\n");

for (j=0;j<50;j++)

{

if (gro[j].price > stdprice)

{

fflush(stdout);

printf("%s %0.2f KWD \n",gro[j].item\_Name,gro[j].price);

fflush(stdout);

}

}

printf("\n------------------------------\n");

}

int main()

{

struct Grocery groc[50];

int c = 0,opt,i;

for(i=0;;i++)

{

if(i<50)

{

Additem();

wrong:

printf("Choose any option: ");

scanf("%d",&opt);

switch(opt)

{

case 1:

{

printf("Enter the Item Name: ");

fflush(stdin);

scanf("%s",&groc[i].item\_Name);

printf("Enter the Item ID: ");

fflush(stdin);

scanf("%d",&groc[i].item\_ID);

printf("Enter the price: ");

fflush(stdin);

scanf("%f",&groc[i].price);

printf("The item is added !\n\n");

break;

}

case 2:

{

FindCostlyItems(groc);

break;

}

case 3:

{

exit(0);

break;

}

default:

{

printf("Enter correct choice");

goto wrong;

}

}

}

else

{

printf("Sorry ! Cannot add more items ");

exit(0);

}

}

}

**Output:**

