Library Management System:

- Develop a system to manage library resources such as books, journals, and magazines. Implement features for adding, deleting, and updating library items. Also, include functionalities for borrowing and returning items by users. Utilize structures to represent library items and users and use dynamic memory allocation for managing item and user data.

Employee Management System:

- Create a program to manage employee records for a company. Allow operations such as adding new employees, updating their information, deleting employees, and searching for employees by ID or name. Utilize structures to represent employee data and dynamic memory allocation for managing employee records.

Inventory Management System:

- Design a system to manage inventory for a store. Implement features for adding new items to the inventory, updating item quantities or prices, removing items from inventory, and displaying current inventory status. Use structures to represent inventory items and dynamic memory allocation to manage item data.

Student Gradebook Application:

- Develop a gradebook application for teachers to manage student grades and academic performance. Implement functionalities for adding new students, entering grades for different assignments or exams, calculating overall grades, and generating reports. Use structures to represent student data and dynamic memory allocation to manage gradebook entries.

Banking System:

- Create a simple banking system where users can open accounts, deposit or withdraw money, check their balance, and transfer funds between accounts. Implement functionalities for account creation, transaction processing, and account management. Utilize structures to represent bank accounts and dynamic memory allocation for managing account data.