**1. Simple Student Management System:**

* Create a Student class with attributes like name, roll number, and marks.
* Implement methods to calculate the average marks, display student details, and check if the student passed or failed (based on a minimum passing percentage).
* Create an array of Student objects to represent a class and calculate the class average.

**2. Basic Shape Calculator:**

* Create a Shape class with a method to calculate area (abstract).
* Create subclasses like Circle, Rectangle, and Triangle inheriting from Shape and implementing their respective area calculations.
* Demonstrate polymorphism by creating an array of Shape objects and calculating the area of each shape using a loop.

**3. Simple Bank Account:**

* Create a BankAccount class with attributes like account number, balance, and account holder name.
* Implement methods for depositing and withdrawing money, checking the balance, and displaying account details.
* Create multiple BankAccount objects and perform banking operations.

**4. Library Book Management:**

* Create a Book class with attributes like title, author, ISBN, and availability status.
* Create a Library class that manages a collection of books.
* Implement methods to add books, search for books, and check out/return books.
* Maintain a simple lending history for each book (e.g., who borrowed it, when it was returned).

**5. Mobile Phone Information:**

* Create a MobilePhone class with attributes like brand, model, price, and storage capacity.
* Implement methods to display phone details, compare prices of two phones, and check if a phone meets specific requirements (e.g., minimum storage).
* Create an array of MobilePhone objects and find the phone with the highest storage capacity.