



Python project assessment

We are planning to build a to-do-list manager using python.

A to-do list is a simple task manager which lets you add the task you want to do, view them and remove those which are completed

Below is the beginning of the code. When the menu function is called, the user is asked to choose any of the four choices. What should happen when the user chooses these four options.

```
code
# Initialize an empty to-do list

todo_list = []

print("To-Do List Manager")

def menu():

print("1. Add Task")
print("2. View Tasks")
print("3. Remove Task")
print("4. Quit")

return input("Enter your choice (1/2/3/4")
```

Use a plain sheet of paper to write a pseudo code and how you will approach this problem.

Time: 40 minutes please write your correct name and UID number on the top right corner of the sheet and submit. submit only one sheet. You can use rough sheets.

```
# Initialize an empty to-do dictionary
todo dict = {}
print("To-Do List Manager")
def menu():
  print("1. Add Task")
print("2. View Tasks")
  print("3. Remove Task")
  print("4. Quit")
  return input("Enter your choice (1/2/3/4): ")
while True:
  choice = menu()
  if choice == '1':
     task = input("Enter the task: ")
     priority = input("Enter the priority (low, medium, high): ")
     todo_dict[len(todo_dict) + 1] = {'task': task, 'priority': priority}
     print(f"Task '{task}' added to the to-do list with priority '{priority}'.")
  elif choice == '2':
     if not todo dict:
        print("The to-do list is empty.")
     else:
        print("Tasks in the to-do list:")
        for key, value in todo_dict.items():
           print(f"{key}. Task: {value['task']} | Priority: {value['priority']}")
  elif choice == '3':
     if not todo_dict:
        print("The to-do list is empty. No tasks to remove.")
        index = int(input("Enter the index of the task to remove: "))
        if index in todo dict:
           removed_task = todo_dict.pop(index)
           print(f"Task '{removed_task['task']}' removed from the to-do list.")
        else:
           print("Invalid task index. Please choose a valid task to remove.")
  elif choice == '4':
     print("Goodbye!")
     break
  else:
     print("Invalid choice. Please choose a valid option (1/2/3/4).")
```