1. The program includes headers for input/output, vectors, strings, and uses `std` through `using namespace std;`.
2. The function `showmenu()` prints a simple menu with four options: add, list, delete, or exit.
3. The function `listtasks()` checks if the `todos` vector is empty and prints a message if so; otherwise, it prints each task with its index.
4. In `main()`, a `vector<string>` named `todos` is created to store tasks, and an integer `choice` tracks the user's menu selection.
5. The program enters an infinite `while` loop to repeatedly show the menu and process choices.
6. `showmenu()` is called, and the user is asked to enter a choice, which is read into `choice`.
7. If the choice is `1`, the program asks for a task, uses `cin.ignore()` to clear leftover input, and then uses `getline` to read the full task.
8. If the user enters a non-empty task, it is added to the `todos` vector and a confirmation message is printed.
9. If the entered task is empty, the program prints "Empty task!" instead.
10. If the choice is `2`, the program prints "Your tasks:" and calls `listtasks(todos)` to display existing tasks.
11. If the choice is `3`, the program prints "Deleting tasks:" and checks whether the vector is empty.
12. If the vector is empty, it prints "Nothing here mate..." and continues to the next loop iteration.
13. If the vector is not empty, `todos.pop_back()` removes the last task, and a message confirms the deletion.
14. If the choice is `4`, the program prints "Terminated!" and breaks out of the loop, ending execution.
15. Any other number entered results in "Pick Again!" and the loop repeats.