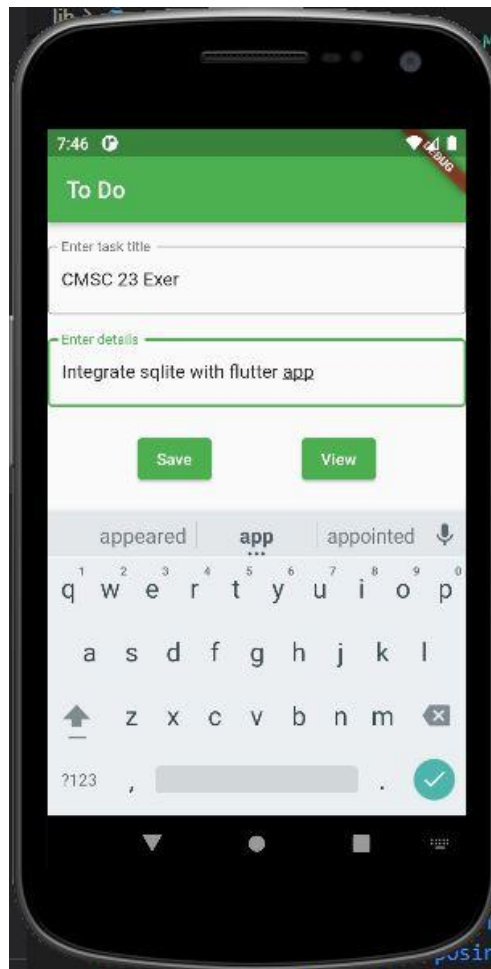## To Do App

For this week's exercise, you are to create a flutter application (To do app) that uses sqflite database to access and save data inputted by the user. Below are sample screenshots:
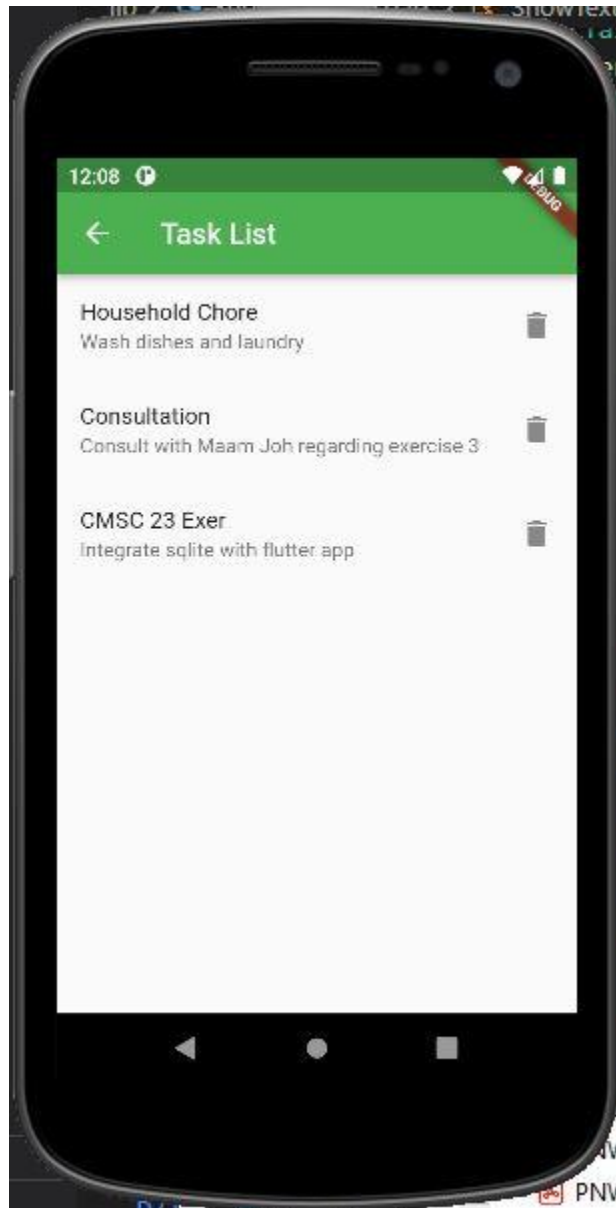
1. For the first screen, you must have two input fields:
   a. title field - used to get the title of the task
   b. details field - used to get the details of the task
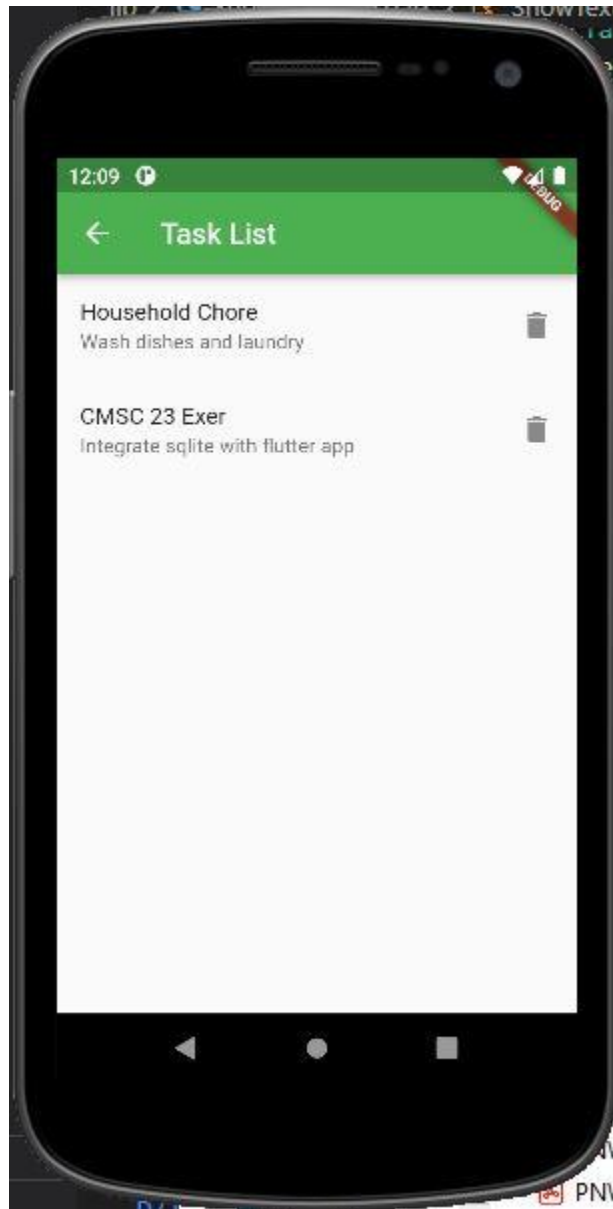
   You must also include two buttons:
   c. Save button - if clicked, saves user inputted data to a database named 'todo_database.db' if both the title and the details text fields are not empty
   d. View button - if clicked, navigates the user to the second screen containing a list of tasks inputted by the user.

2. For the second screen, you must output all the tasks inputted by the user in the database. You must output the title and details of the task. It must also have a delete icon/button to delete the task if the user is done with the task.

Below is a screenshot of the second screen after deleting the task with title
Consultation.

Your application name should have a naming convention of
surnameinitials_exer3_section (arriolajmt_exer3_wx1l).

Here are some references that might be helpful for you in this exercise:

1. ListTile class - https://api.flutter.dev/flutter/material/ListTile-class.html
2. Using SQLite in Flutter -
   https://petercoding.com/flutter/2021/03/21/using-sqlite-in-flutter/

3. Flutter: Create Database, Insert, Select, Update and Delete Data with SQFlite - https://www.yourowncodes.com/flutter-sqflite-create-insert-delete-select-update-database/