To-Do List Application

# Introduction

This project is a simple To-Do List application implemented in C++ using OpenGL for graphical representation. It allows users to add, delete, display, and manage tasks within a console and graphical interface. Tasks can be categorized, prioritized, and marked as completed.

# Features

- Add tasks with name, description, due date, priority, and category.  
- Delete tasks from the list.  
- Mark tasks as completed.  
- Edit existing tasks.  
- Search for tasks based on keywords.  
- Filter tasks by category.  
- Manage tasks using keyboard inputs or mouse clicks within the OpenGL interface.

# Usage

To use this To-Do List application, simply compile and run the code. You can manage tasks using keyboard shortcuts:  
- 'a': Add a new task.  
- 'd': Delete a task.  
- 'm': Mark a task as completed.  
- 'e': Edit a task.  
- 's': Search tasks.  
- 'f': Filter tasks by category.  
- 'ESC': Exit the application.