ToDo-List Project Algorithm:

1. Define a class called **TodoList**.
2. Initialize an empty list called **'tasks'** in the constructor method.
3. Define a method called **'add_task'** that takes a task as input.
    - Append the task to the **'tasks'** list.
    - Print "Task added successfully!".
4. Define a method called **'remove_task'** that takes a task as input.
    - Check if the task is in the **'tasks'** list.
    - If it is, remove the task from the list and print "Task removed successfully!".
    - If it isn't, print "Task not found in the list."
5. Define a method called **'display_tasks'**.
    - Print "Task List:".
    - If the **'tasks'** list is not empty, loop through the tasks and print each one.
    - If the **'tasks'** list is empty, print "No tasks found."
6. Define a function called **'main'**.
    - Create a **'TodoList'** object called **'todo_list'**.
    - Create a while loop that will continue until the user chooses to exit.
    - Display a menu of options: "1. Add task", "2. Remove task", "3. Display tasks", and "4. Exit".
    - Prompt the user for their choice.
    - If the choice is "1", prompt the user for a task and call the **'add_task'** method with the task as input.
    - If the choice is "2", prompt the user for a task and call the **'remove_task'** method with the task as input.
    - If the choice is "3", call the **'display_tasks'** method.
    - If the choice is "4", print "Goodbye!" and break out of the while loop.
    - If the choice is not one of the above options, print "Invalid choice. Please try again."
    - Call the **main** function.