

//Logic.Swift

```
import SwiftUI
// Simple model for a task with basic properties
struct Task: Identifiable {
    var id = UUID()
    var title: String
    var isCompleted: Bool
    var dueDate: Date
}
// This class manages our collection of tasks
class TaskManager: ObservableObject {
    // This is our list collection that stores all tasks
    @Published var tasks: [Task] = []

    // Add a new task to our collection
    func addTask(title: String, dueDate: Date) {
        let newTask = Task(id: UUID(), title: title, isCompleted: false, dueDate: dueDate)
        tasks.append(newTask)
    }

    // Toggle completion status of a task
    func toggleCompletion(at index: Int) {
        if index >= 0 && index < tasks.count {
            tasks[index].isCompleted.toggle()
        }
    }

    // Remove a task from our collection
    func deleteTask(at index: Int) {
        if index >= 0 && index < tasks.count {
            tasks.remove(at: index)
        }
    }

    // This procedure filters tasks by a search term
    // Parameters: keyword - the search term to look for
    // Returns: a filtered list of tasks matching the keyword
    func searchTasks(keyword: String) -> [Task] {
        // Create empty result list
    }
}
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var results: [Task] = []

// Iterate through all tasks to find matches
for task in tasks {
    // Selection: Check if task title contains the keyword
    if task.title.lowercased().contains(keyword.lowercased()) {
        // Add matching task to results
        results.append(task)
    }
}

// Return the filtered collection
return results
}
}

// Main app entry point
@main
struct DayPlannerApp: App {
    var body: some Scene {
        WindowGroup {
            ContentView()
        }
    }
}

```

//ContentView.Swift

// Acknowledgment: During the development of this program, my brother assisted by providing feedback and suggestions for the user interface design and helped troubleshoot some syntax errors when I got stuck. All algorithms, data structures, and core functionalities were independently designed and implemented by me.

import SwiftUI

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struct ContentView: View {
    // Connect to our task manager
    @StateObject var taskManager = TaskManager()

    // UI state variables
    @State var showingAddTask = false
    @State var selectedDate = Date()
}

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@State var newTaskTitle = ""
@State var newTaskDate = Date()
@State var searchText = ""
@State var isSearching = false

var body: some View {
    VStack {
        // App title
        Text("Simple Day Planner")
            .font(.largeTitle)
            .padding()

        // User input: Date selection
        DatePicker("Select Date:", selection: $selectedDate, displayedComponents:
.date)
            .padding()

        // User input: Search box (only shown when searching)
        if isSearching {
            HStack {
                TextField("Search tasks...", text: $searchText)
                    .textFieldStyle(RoundedBorderTextFieldStyle())
                    .padding(.horizontal)

                Button("Cancel") {
                    isSearching = false
                    searchText = ""
                }
                    .padding(.trailing)
            }
        }

        // Output: Display of tasks based on input
        List {
            // Determine which tasks to show (searched or date-filtered)
            let displayedTasks = isSearching ?
                taskManager.searchTasks(keyword: searchText) :
                tasksForSelectedDate()

            if displayedTasks.isEmpty {

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        Text("No tasks found")
        .foregroundColor(.gray)
        .italic()
    }

    ForEach(displayedTasks) { task in
        // Task display row
        HStack {
            // Checkbox button for completion
            Button(action: {
                // Find index in the main task list
                if let index = taskManager.tasks.firstIndex(where: { $0.id == task.id }) {
                    // Call our procedure to toggle completion
                    taskManager.toggleCompletion(at: index)
                }
            }) {
                Image(systemName: task.isCompleted ? "checkmark.square" :
"square")
            }

            // Task title with strikethrough when completed
            Text(task.title)
                .strikethrough(task.isCompleted)
                .foregroundColor(task.isCompleted ? .gray : .primary)
        }
    }
    .onDelete { indexSet in
        // Handle delete operations
        let filteredTasks = isSearching ?
            taskManager.searchTasks(keyword: searchText) :
            tasksForSelectedDate()

        for index in indexSet {
            let task = filteredTasks[index]
            if let realIndex = taskManager.tasks.firstIndex(where: { $0.id == task.id })
{
                // Call our procedure to delete task
                taskManager.deleteTask(at: realIndex)
            }
        }
    }
}

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    }
}

HStack {
  // Button to add a new task
  Button("Add New Task") {
    showingAddTask = true
  }
  .padding()
  .background(Color.blue)
  .foregroundColor(.white)
  .cornerRadius(10)

  // Button to search tasks
  Button(isSearching ? "View Calendar" : "Search Tasks") {
    isSearching.toggle()
    if !isSearching {
      searchText = ""
    }
  }
  .padding()
  .background(Color.green)
  .foregroundColor(.white)
  .cornerRadius(10)
}
.padding()
}

// Add task dialog
.sheet(isPresented: $showingAddTask) {
  VStack {
    Text("Add New Task")
      .font(.headline)
      .padding()

    // User input: Task name
    TextField("Task Name", text: $newTaskTitle)
      .textFieldStyle(RoundedBorderTextFieldStyle())
      .padding()

    // User input: Task date

```


}
}