



Mini Project:

Develop a basic to-do list application using functions and data structures

Project Overview:

Objective: Develop a simple to-do list application using Java with an emphasis on functions and data structures.

Key Components:

1. Functions (Methods): In Java, functions are referred to as methods. You'll be implementing various methods to handle different aspects of the to-do list application. Methods are modular blocks of code that perform specific tasks, making your code more organized and easier to understand.

Method to add a task

Method to delete a task

Method to display the list of tasks

Method to mark a task as complete

2. Data Structures: Utilize appropriate data structures to store and manage the to-do list. Common choices in Java include ArrayList, LinkedList, or HashMap, but you can explore other options based on your creativity and understanding.

Submission guidelines: Submit in pdf format with images of the output. You can via app or submit via google form link given in the telegram group. Share your work on LinkedIn through a post, it has images or a short video/slideshow(Don't forget to tag us).

JAVA PROGRAM

```
import java.util.ArrayList;
```

```
import java.util.Scanner;
```

```
class Task {  
    String description;  
    boolean isCompleted;  
  
    Task(String description) {  
        this.description = description;  
        this.isCompleted = false; // default is incomplete  
    }  
}
```

```
public class ToDoListApp {  
    static ArrayList<Task> tasks = new ArrayList<>();  
    static Scanner scanner = new Scanner(System.in);  
  
    // Method to add a task  
    public static void addTask() {  
        System.out.print("Enter task description: ");  
        String description = scanner.nextLine();  
        tasks.add(new Task(description));  
        System.out.println("Task added successfully!");  
    }  
  
    // Method to delete a task  
    public static void deleteTask() {  
        displayTasks();  
        if (tasks.isEmpty()) return;  
  
        System.out.print("Enter the task number to delete: ");  
        int index = scanner.nextInt();  
        scanner.nextLine(); // consume newline
```

```

if (index > 0 && index <= tasks.size()) {
    tasks.remove(index - 1);
    System.out.println("Task deleted successfully!");
} else {
    System.out.println("Invalid task number.");
}
}

```

// Method to display tasks

```

public static void displayTasks() {
    if (tasks.isEmpty()) {
        System.out.println("No tasks in the list.");
    } else {
        System.out.println("\n==== To-Do List =====");
        for (int i = 0; i < tasks.size(); i++) {
            Task t = tasks.get(i);
            String status = t.isCompleted ? "[✓]" : "[ ]";
            System.out.println((i + 1) + ". " + status + " " + t.description);
        }
    }
}

```

// Method to mark a task as complete

```

public static void markTaskComplete() {
    displayTasks();
    if (tasks.isEmpty()) return;

    System.out.print("Enter the task number to mark as complete: ");
    int index = scanner.nextInt();
    scanner.nextLine(); // consume newline
}

```

```
if (index > 0 && index <= tasks.size()) {  
    tasks.get(index - 1).isCompleted = true;  
    System.out.println("Task marked as complete!");  
} else {  
    System.out.println("Invalid task number.");  
}  
}
```

// Method to display menu

```
public static void displayMenu() {  
    System.out.println("\n==== TO-DO LIST MENU =====");  
    System.out.println("1. Add Task");  
    System.out.println("2. Delete Task");  
    System.out.println("3. Display Tasks");  
    System.out.println("4. Mark Task as Complete");  
    System.out.println("5. Exit");  
    System.out.print("Choose an option: ");  
}
```

```
public static void main(String[] args) {  
    boolean running = true;  
  
    while (running) {  
        displayMenu();  
  
        while (!scanner.hasNextInt()) {  
            System.out.println("Please enter a valid number (1-5).");  
            scanner.next();  
        }  
  
        int choice = scanner.nextInt();
```

```
scanner.nextLine(); // consume newline
```

```
switch (choice) {
```

```
    case 1 -> addTask();
```

```
    case 2 -> deleteTask();
```

```
    case 3 -> displayTasks();
```

```
    case 4 -> markTaskComplete();
```

```
    case 5 -> {
```

```
        System.out.println("Exiting program. Goodbye!");
```

```
        running = false;
```

```
    }
```

```
    default -> System.out.println("Invalid choice. Try again.");
```

```
}
```

```
}
```

```
scanner.close();
```

```
}
```

```
}
```

OUTPUT:

```
input
===== TO-DO LIST MENU =====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 1
Enter task description: Homework
Task added successfully!

===== TO-DO LIST MENU =====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 3

===== To-Do List =====
1. [ ] Homework

===== TO-DO LIST MENU =====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 1
Enter task description: Project
Task added successfully!

===== TO-DO LIST MENU =====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 2

===== To-Do List =====
1. [ ] Homework
2. [ ] Project
Enter the task number to delete: 1
Task deleted successfully!
```

```
4. Mark Task as Complete
5. Exit
Choose an option: 2

==== To-Do List ====
1. [ ] Homework
2. [ ] Project
Enter the task number to delete: 1
Task deleted successfully!

==== TO-DO LIST MENU ====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 3

==== To-Do List ====
1. [ ] Project

==== TO-DO LIST MENU ====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 4

==== To-Do List ====
1. [ ] Project
Enter the task number to mark as complete: 1
Task marked as complete!

==== TO-DO LIST MENU ====
1. Add Task
2. Delete Task
3. Display Tasks
4. Mark Task as Complete
5. Exit
Choose an option: 5
Exiting program. Goodbye!

...Program finished with exit code 0
Press ENTER to exit console.
```