TODO LISTS

A MINI PROJECT REPORT

Submitted by

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In partial fulfillment for the award of the degree of BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING



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MAY-2025

BONAFIDE CERTIFICATE

Certified that this project report "MOVIE TICKET BOOKING SYSTEM" is the bonafide
work of MANOJ KUMAR J(220701524)
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INTERNAL EXAMINER

EXTERNAL EXAMINER

ABSTRACT

This project presents a **To-Do List Application** built using **Kotlin** and the **Android Room Database**. The application enables users to efficiently create, manage, and organize their daily tasks. Users can add new tasks by specifying details such as the title, description, category, date, and time. Tasks are displayed in a dynamic and colorful **RecyclerView**, with functionalities that allow users to mark tasks as completed or delete them via intuitive swipe gestures. Data persistence is achieved using **Room**, ensuring that all tasks are stored locally within an SQLite database, enabling offline access. Users can easily search for tasks by their titles through an integrated search functionality. Furthermore, the application provides a separate **History section** for users to view finished tasks, ensuring better task tracking and management. The application's architecture is modular, employing best practices such as **LiveData** observation, **Coroutines** for background operations, and **MVVM-like** separation of concerns. This ensures a responsive, maintainable, and user-friendly experience suitable for personal productivity enhancement.

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CHAPTER 1

1. INTRODUCTION:

In today's fast-paced world, managing tasks effectively is crucial for personal productivity. This To-Do List Application provides an intuitive platform for users to create, update, and organize their tasks. It utilizes Android's Room Database for reliable local data storage and Kotlin for smooth app performance. With features like task categorization, reminders, and swipe actions, the app simplifies everyday task management.

1.1 IMPLEMENTATION:

The To-Do List Application is developed using **Kotlin** and **Android Studio**, following modern Android development practices. It leverages the Room Persistence Library to manage local data storage, providing a structured and efficient way to perform database operations such as insertion, retrieval, update, and deletion of tasks. The application interface is built with components like RecyclerView, CardView, and Material Design elements to create an engaging and responsive user experience. Tasks are displayed dynamically, and swipe gestures (implemented using ItemTouchHelper) allow users to delete tasks or mark them as completed easily. he TaskActivity enables users to create new tasks by filling out fields such as title, description, category, date, and time using intuitive date and time pickers. Search functionality is incorporated into the main activity, enabling real-time filtering of tasks based on keywords entered by the user. The project uses Coroutines to perform database operations asynchronously, ensuring that the UI remains smooth and responsive even during background tasks. Additionally, LiveData is used to observe changes in the database and update the UI automatically, without manual refreshes. By following a modular coding approach, with a clear separation between UI (Activities, Adapters), data handling (DAO, Database, Model),

and business logic, the application ensures scalability, maintainability, and ease of future development or enhancement.

CHAPTER 2

SYSTEM SPECIFICATIONS

2.1 HARDWARE SPECIFICATION:

PROCESSOR - Intel® coreTM i5-6006U @ 2.00 GHz

RAM - 4GB

OPERATING SYSTEM - Microsoft Windows 11

HARD DISK - 850 GB of free space

SYSTEM TYPE - 64-bit operating system, x64 based processor

2.2 SOFTWARE SPECIFICATION:

PROGRAMMING LANGUAGE: kotlin

OPERATING SYSTEM : Microsoft Windows 11

SOFTWARE : Android Studio

CHAPTER 3

Source Code

```
package com.example.todoapp
import android.content.Intent
import android.graphics.*
import android.os.Bundle
import android.view.Menu
import android.view.MenuItem
import android.view.View
import androidx.appcompat.app.AppCompatActivity
import androidx.appcompat.widget.SearchView
import androidx.lifecycle.Observer
import androidx.recyclerview.widget.ItemTouchHelper
import androidx.recyclerview.widget.LinearLayoutManager
import androidx.recyclerview.widget.RecyclerView
import kotlinx.android.synthetic.main.activity_main.*
import kotlinx.coroutines.Dispatchers
import kotlinx.coroutines.GlobalScope
import kotlinx.coroutines.launch
class MainActivity : AppCompatActivity() {
  val list = arrayListOf<TodoModel>()
  var adapter = TodoAdapter(list)
  val db by lazy {
    AppDatabase.getDatabase(this)
  }
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity main)
    setSupportActionBar(toolbar)
    todoRv.apply {
       layoutManager = LinearLayoutManager(this@MainActivity)
       adapter = this@MainActivity.adapter
     }
    initSwipe()
```

```
db.todoDao().getTask().observe(this, Observer {
       if (!it.isNullOrEmpty()) {
         list.clear()
         list.addAll(it)
         adapter.notifyDataSetChanged()
       }else{
         list.clear()
         adapter.notifyDataSetChanged()
       }
     })
  }
  fun initSwipe() {
    val simpleItemTouchCallback = object : ItemTouchHelper.SimpleCallback(
       0,
       ItemTouchHelper.LEFT or ItemTouchHelper.RIGHT
       override fun onMove(
         recyclerView: RecyclerView,
         viewHolder: RecyclerView.ViewHolder,
         target: RecyclerView.ViewHolder
       ): Boolean = false
       override fun onSwiped(viewHolder: RecyclerView.ViewHolder, direction:
Int) {
         val position = viewHolder.adapterPosition
         if (direction == ItemTouchHelper.LEFT) {
            GlobalScope.launch(Dispatchers.IO) {
              db.todoDao().deleteTask(adapter.getItemId(position))
          } else if (direction == ItemTouchHelper.RIGHT) {
            GlobalScope.launch(Dispatchers.IO) {
              db.todoDao().finishTask(adapter.getItemId(position))
            }
       override fun onChildDraw(
         canvas: Canvas,
```

```
recyclerView: RecyclerView,
         viewHolder: RecyclerView.ViewHolder,
         dX: Float,
         dY: Float,
         actionState: Int,
         isCurrentlyActive: Boolean
       ) {
         if (actionState == ItemTouchHelper.ACTION_STATE_SWIPE) {
            val itemView = viewHolder.itemView
            val paint = Paint()
            val icon: Bitmap
            if (dX > 0) {
              icon = BitmapFactory.decodeResource(resources,
R.mipmap.ic_check_white_png)
              paint.color = Color.parseColor("#388E3C")
              canvas.drawRect(
                itemView.left.toFloat(), itemView.top.toFloat(),
                itemView.left.toFloat() + dX, itemView.bottom.toFloat(), paint
              )
              canvas.drawBitmap(
                icon.
                itemView.left.toFloat(),
                itemView.top.toFloat() + (itemView.bottom.toFloat() -
itemView.top.toFloat() - icon.height.toFloat()) / 2,
                paint
            } else {
              icon = BitmapFactory.decodeResource(resources,
R.mipmap.ic_delete_white_png)
              paint.color = Color.parseColor("#D32F2F")
              canvas.drawRect(
                itemView.right.toFloat() + dX, itemView.top.toFloat(),
```

```
itemView.right.toFloat(), itemView.bottom.toFloat(), paint
              )
              canvas.drawBitmap(
                icon,
                itemView.right.toFloat() - icon.width,
                itemView.top.toFloat() + (itemView.bottom.toFloat() -
itemView.top.toFloat() - icon.height.toFloat()) / 2,
                paint
              )
            }
           viewHolder.itemView.translationX = dX
         } else {
           super.onChildDraw(
              canvas,
              recyclerView,
              viewHolder,
              dX.
              dY,
              actionState,
              isCurrentlyActive
     }
    val itemTouchHelper = ItemTouchHelper(simpleItemTouchCallback)
    itemTouchHelper.attachToRecyclerView(todoRv)
  }
  override fun onCreateOptionsMenu(menu: Menu): Boolean {
    menuInflater.inflate(R.menu.main_menu, menu)
    val item = menu.findItem(R.id.search)
    val searchView = item.actionView as SearchView
    item.setOnActionExpandListener(object:MenuItem.OnActionExpandListener{
       override fun onMenuItemActionExpand(item: MenuItem?): Boolean {
         displayTodo()
         return true
```

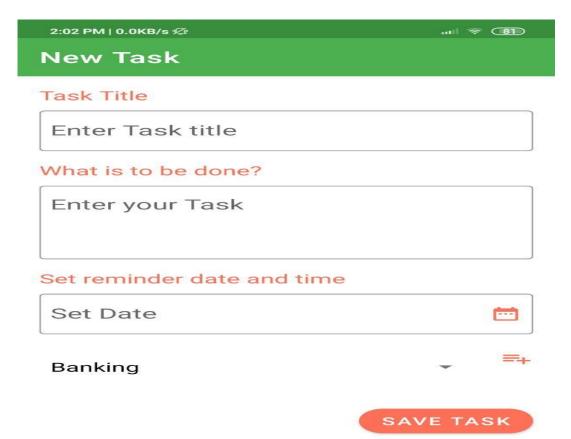
```
}
       override fun onMenuItemActionCollapse(item: MenuItem?): Boolean {
         displayTodo()
         return true
       }
     })
    searchView.setOnQueryTextListener(object:
SearchView.OnQueryTextListener{
       override fun onQueryTextSubmit(query: String?): Boolean {
         return false
       }
       override fun onQueryTextChange(newText: String?): Boolean {
         if(!newText.isNullOrEmpty()){
            displayTodo(newText)
         return true
       }
     })
    return super.onCreateOptionsMenu(menu)
  }
  fun displayTodo(newText: String = "") {
    db.todoDao().getTask().observe(this, Observer {
       if(it.isNotEmpty()){
         list.clear()
         list.addAll(
            it.filter { todo ->
              todo.title.contains(newText,true)
            }
         adapter.notifyDataSetChanged()
     })
  }
  override fun onOptionsItemSelected(item: MenuItem): Boolean {
    when (item.itemId) {
```

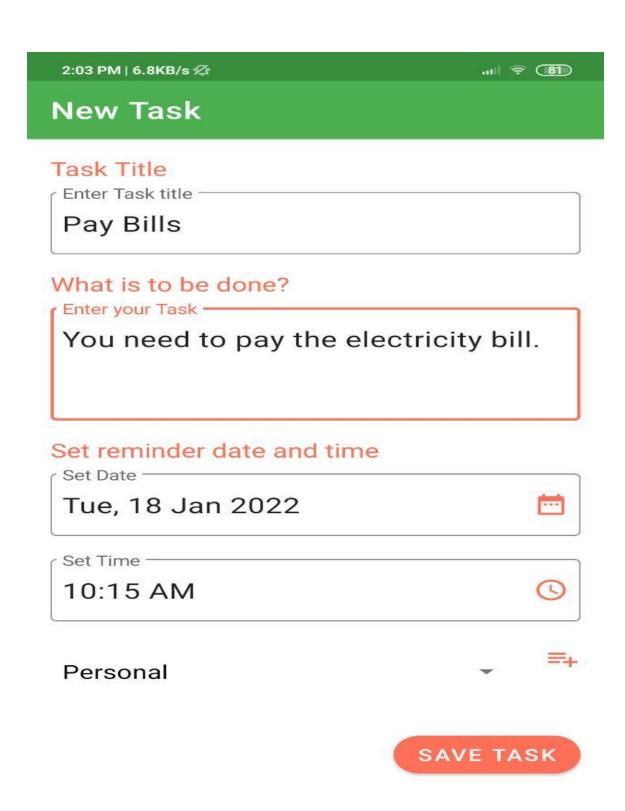
```
R.id.history -> {
    startActivity(Intent(this, HistoryActivity::class.java))
    }
}
return super.onOptionsItemSelected(item)
}

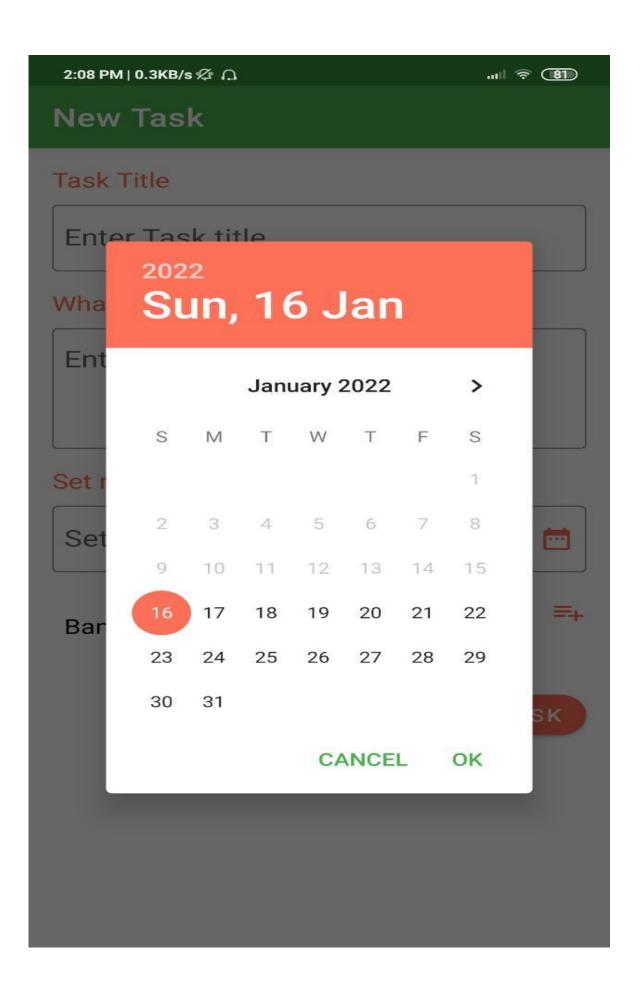
fun openNewTask(view: View) {
    startActivity(Intent(this, TaskActivity::class.java))
    }
}
```

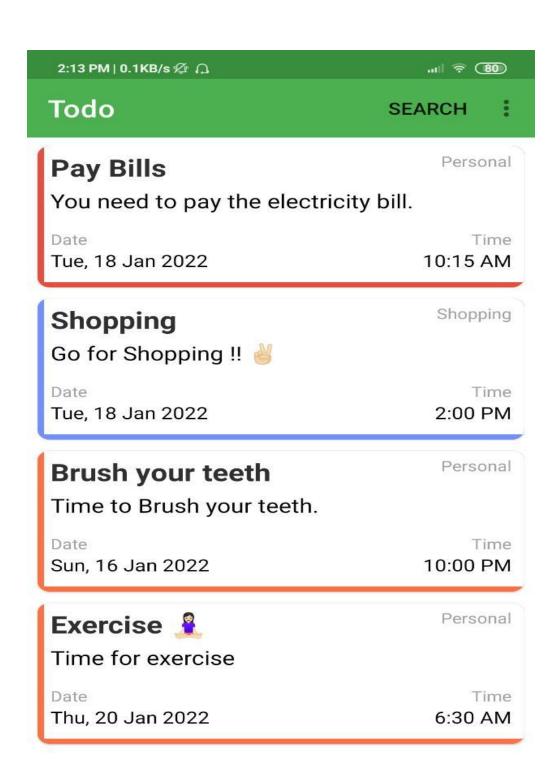
CHAPTER 4 SNAP SHOTS













CONCLUSION

This program has been created successfully to create an TODO

LISTS using Kotlin