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from tkinter import *

from tkinter import messagebox

import sqlite3 as sql

# Database Operations

class TaskDatabase:

  def __init__(self, db_name='listOfTasks.db'):

      self.conn = sql.connect(db_name)

      self.cursor = self.conn.cursor()

      self.cursor.execute('CREATE TABLE IF NOT EXISTS tasks (title TEXT, completed INTEGER)')

  def add_task(self, task):

      self.cursor.execute('INSERT INTO tasks (title, completed) VALUES (?, ?)', (task, 0))
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        self.conn.commit()

    def delete_task(self, task):
        self.cursor.execute('DELETE FROM tasks WHERE title = ?', (task,))
        self.conn.commit()

    def delete_all_tasks(self):
        self.cursor.execute('DELETE FROM tasks')
        self.conn.commit()

    def get_tasks(self):
        self.cursor.execute('SELECT title, completed FROM tasks')
        return self.cursor.fetchall()

    def close(self):
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        self.conn.close()

# GUI for Task Management

class TaskManager:

  def __init__(self, root):

        self.db = TaskDatabase()

        self.tasks = []

        # Window setup

        root.title("To-Do List")

        root.geometry("665x400+550+250")

        root.resizable(0, 0)

        root.configure(bg="#B5E5CF")
```

```
    # Frame
    self.functions_frame = Frame(root, bg="#8EE5EE")
    self.functions_frame.pack(side="top", expand=True, fill="both")
    # Widgets
    self.create_widgets()
    self.retrieve_database()
    self.update_listbox()
def create_widgets(self):
    Label(
        self.functions_frame,
        text="TO-DO-LIST \n Enter the Task Title:",
```

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    font=("arial", "14", "bold"),
    bg="#8EE5EE", fg="#FF6103"
).place(x=20, y=30)
self.task_field = Entry(
    self.functions_frame,
    font=("Arial", "14"),
    width=42, fg="black", bg="white"
)
self.task_field.place(x=180, y=30)
Button(
    self.functions_frame, text="Add", width=15,
```

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    bg='#D4AC0D', font=("arial", "14", "bold"),
    command=self.add_task
).place(x=18, y=80)
Button(
    self.functions_frame, text="Remove", width=15,
    bg='#D4AC0D', font=("arial", "14", "bold"),
    command=self.delete_task
).place(x=240, y=80)
Button(
    self.functions_frame, text="Delete All", width=15,
    bg='#D4AC0D', font=("arial", "14", "bold"),
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    command=self.delete_all_tasks
).place(x=460, y=80)
Button(
    self.functions_frame, text="Exit / Close", width=52,
    bg='#D4AC0D', font=("arial", "14", "bold"),
    command=self.close
).place(x=17, y=330)
self.task_listbox = Listbox(
    self.functions_frame, width=70, height=9,
    font="bold", selectmode='SINGLE',
    bg="WHITE", fg="BLACK",
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        selectbackground="#FF8C00", selectforeground="BLACK"
    )
    self.task_listbox.place(x=17, y=140)
def add_task(self):
    task = self.task_field.get().strip()
    if not task:
        messagebox.showinfo('Error', 'Field is Empty.')
        return
    if task in self.tasks:
        messagebox.showinfo('Error', 'Task already exists.')
        return
```

```
        self.tasks.append(task)
        self.db.add_task(task)
        self.update_listbox()
        self.task_field.delete(0, 'end')
    def delete_task(self):
        try:
            selected_task = self.task_listbox.get(self.task_listbox.curselection())
            if selected_task in self.tasks:
                self.tasks.remove(selected_task)
                self.db.delete_task(selected_task)
                self.update_listbox()
```

```
    except:
        messagebox.showinfo('Error', 'No Task Selected. Cannot Delete.')
def delete_all_tasks(self):
    if messagebox.askyesno('Delete All', 'Are you sure?'):
        self.tasks.clear()
        self.db.delete_all_tasks()
        self.update_listbox()
def update_listbox(self):
    self.task_listbox.delete(0, 'end')
    for task in self.tasks:
        self.task_listbox.insert('end', task)
```

```
  def retrieve_database(self):
      self.tasks.clear()
      for task, completed in self.db.get_tasks():
          self.tasks.append(task)
  def close(self):
      self.db.close()
      guiWindow.destroy()
if __name__ == "__main__":
  guiWindow = Tk()
  app = TaskManager(guiWindow)
  guiWindow.mainloop()
```