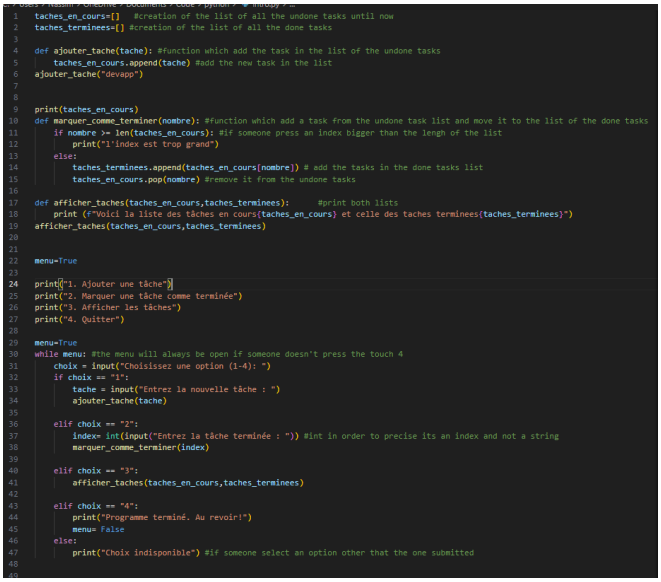
I created this script in order to have a task handler that will allow the user to add new tasks to a list, if these tasks are finished to put these in an other lists where all the tasks are done and to print all the tasks of the enterprise

It includes the tasks that are currently worked on and the ones already finished.



```
taches_en_cours=[]   #creation of the list of all the undone tasks until now
taches_terminees=[] #creation of the list of all the done tasks

def ajouter_tache(tache): #function which add the task in the list of the undone tasks
    taches_en_cours.append(tache) #add the new task in the list
ajouter_tache("devapp")


print(taches_en_cours)
def marquer_comme_terminer(nombre): #function which add a task from the undone task list and move it to the list of the done tasks
    if nombre >= len(taches_en_cours): #if someone press an index bigger than the lengh of the list
        print("l'index est trop grand")
    else:
        taches_terminees.append(taches_en_cours[nombre]) # add the tasks in the done tasks list
        taches_en_cours.pop(nombre) #remove it from the undone tasks

def afficher_taches(taches_en_cours,taches_terminees):      #print both lists
    print (f"Voici la liste des tâches en cours{taches_en_cours} et celle des taches terminees{taches_terminees}")
afficher_taches(taches_en_cours,taches_terminees)


menu=True

print("1. Ajouter une tâche")
print("2. Marquer une tâche comme terminée")
print("3. Afficher les tâches")
print("4. Quitter")

menu=True
while menu: #the menu will always be open if someone doesn't press the touch 4
    choix = input("Choisissez une option (1-4): ")
    if choix == "1":
        tache = input("Entrez la nouvelle tâche : ")
        ajouter_tache(tache)

    elif choix == "2":
        index= int(input("Entrez la tâche terminée : ")) #int in order to precise its an index and not a string
        marquer_comme_terminer(index)

    elif choix == "3":
        afficher_taches(taches_en_cours,taches_terminees)

    elif choix == "4":
        print("Programme terminé. Au revoir!")
        menu= False
    else:
        print("Choix indisponible") #if someone select an option other that the one submitted

```

That is the final version of the script i created.

I started by creating the lists of the tasks in achievement and tasks done.

```
taches_en_cours=[]   #creation of the list of all the undone tasks until now
taches_terminees=[] #creation of the list of all the done tasks
```

Then there is the function to add new task in the list of tasks in achievement.

```
def ajouter_tache(tache): #function which add the task in the list of the undone tasks
    taches_en_cours.append(tache) #add the new task in the list
ajouter_tache("devapp")
```

After this we have the function to remove a task from this list and put it to the list of the tasks done.

```
def marquer_comme_terminer(nombre): #function which add a task from the undone task list and move it to the list of the done tasks
    if nombre >= len(taches_en_cours): #if someone press an index bigger than the lengh of the list
        print("l'index est trop grand")
    else:
        taches_terminees.append(taches_en_cours[nombre]) # add the tasks in the done tasks list
        taches_en_cours.pop(nombre) #remove it from the undone tasks
```

And to finish the function that will print both lists with all the tasks of the enterprise.

```
def afficher_taches(taches_en_cours,taches_terminees):      #print both lists
    print (f"Voici la liste des tâches en cours{taches_en_cours} et celle des taches terminees{taches_terminees}")
afficher_taches(taches_en_cours,taches_terminees)
```

The final part of the script is the menu where the employee will choose if he wants to add, modify the status and prints the tasks or to close the menu.

```python
menu=True

print("1. Ajouter une tâche")
print("2. Marquer une tâche comme terminée")
print("3. Afficher les tâches")
print("4. Quitter")

menu=True
while menu: #the menu will always be open if someone doesn't press the touch 4
    choix = input("Choisissez une option (1-4): ")
    if choix == "1":
        tache = input("Entrez la nouvelle tâche : ")
        ajouter_tache(tache)

    elif choix == "2":
        index= int(input("Entrez la tâche terminée : ")) #int in order to precise its an index and not a string
        marquer_comme_terminer(index)

    elif choix == "3":
        afficher_taches(taches_en_cours,taches_terminees)

    elif choix == "4":
        print("Programme terminé. Au revoir!")
        menu= False
    else:
        print("Choix indisponible") #if someone select an option other that the one submitted
```

```
1. Ajouter une tâche
2. Marquer une tâche comme terminée
3. Afficher les tâches
4. Quitter
Choisissez une option (1-4):
```