tasks = []

def add\_task(task):

tasks.append({"task": task, "completed": False})

print(f"Task '{task}' added!")

def view\_tasks():

if not tasks:

print("No tasks yet!")

else:

for idx, task in enumerate(tasks, 1):

status = "✓" if task["completed"] else " "

print(f"{idx}. [{status}] {task['task']}")

def delete\_task(task\_num):

if 1 <= task\_num <= len(tasks):

removed = tasks.pop(task\_num - 1)

print(f"Task '{removed['task']}' deleted!")

else:

print("Invalid task number!")

def mark\_complete(task\_num):

if 1 <= task\_num <= len(tasks):

tasks[task\_num - 1]["completed"] = True

print("Task marked as complete!")

else:

print("Invalid task number!")

# Simple Menu

while True:

print("\n--- To-Do List ---")

print("1. Add Task")

print("2. View Tasks")

print("3. Delete Task")

print("4. Mark Complete")

print("5. Exit")

choice = input("Choose an option (1-5): ")

if choice == "1":

task = input("Enter task: ")

add\_task(task)

elif choice == "2":

view\_tasks()

elif choice == "3":

view\_tasks()

task\_num = int(input("Enter task number to delete: "))

delete\_task(task\_num)

elif choice == "4":

view\_tasks()

task\_num = int(input("Enter task number to mark complete: "))

mark\_complete(task\_num)

elif choice == "5":

print("Goodbye!")

break

else:

print("Invalid choice!")