

## Programming Project / C++ – Todo List Management & Interaction System

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### I. Task Description

Student 1 (List Manager) is responsible for:

Creating new todo lists (create\_list)

Deleting existing lists (delete\_list)

Viewing all available lists (view\_lists)

Student 2 (Task Editor) is responsible for:

Adding tasks to lists (add\_task)

Marking tasks as complete (complete\_task)

Viewing tasks in a list (view\_tasks)

### II. Data Structures Used by the Team

The following classes will be used:

1. Task: int id, string task description, bool completion status, date Date

2. TodoList: string name, Task tasks

3 Date: int day, int month, int year

### III. File Structure

The following files will be used:

1. index.txt

Stores all list names in the format:

<listname1>

<listname2>

...

Homework

Groceries

Shopping

2. lists/[list\_name].txt

Stores tasks for each list in the format:

<date>

<id> - [<completion>] <taskname>

ex

21.11.2025

1 - [ ] Math problems

2 - [x] Buy milk

3 - [ ] Science report

#### IV. Interacting with Executables

Application 1 (manager.exe) - List Management

./manager.exe create\_list <list\_name> <date>

./manager.exe delete\_list <list\_name>

./manager.exe view\_lists

Example:

./manager.exe create\_list Shopping, creates the list shopping meaning a file named Shopping.txt is created and added in index.txt as Shopping with the <date> in the first line

./manager.exe delete\_list Homework, deletes the list Homework, meaning the deletion of the file Homework and removing Homework from index.txt

./manager.exe view\_lists , shows all lists meaning opening index.txt and printing all the listnames inside

Application 2 (editor.exe) - Task Interaction

```
./editor.exe add_task <list_name> "<task_description>"  
./editor.exe complete_task <list_name> <task_id>  
./editor.exe view_tasks <list_name>
```

Example:

```
./editor.exe add_task Shopping "Eggs" , adds the task Eggs to the list
```

This makes the list "Shopping" look like

```
1-[ ] Eggs
```

```
./editor.exe complete_task Shopping 1
```

This updates the list to

```
1 - [x] Eggs
```

```
./editor.exe view_tasks Shopping to view the tasks in the list
```