

Artificial Intelligence (Lab) Assignment - 1

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Department:

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Program:

Artificial Intelligence.

Section:

BSAI-3A

Question #1:

Any on the following:

```
Mini projects (lab 1 task):
1. Dynamic calculator (solving: 1+2×3(4-5÷4)-(3÷5))
2. To-Do list (Dynamic)
3. Tic tac toe (Dynamic)
4. Hangman (Dynamic) with printing hangman
```

Code:

Option 2: To-Do List (Dynamic)

```
class listing():
    def __init__(self):
        self.list1=[]

def add(self):
    print("--- Adding to the list ---")
    task=input("Please enter the task: ").lower()
    self.list1.append(task)
    print(f"Task \"{task}\" has been added to the list.")

def display(self):
    print("--- Displaying the list ---")
    if not self.list1:
        print("The list is empty.")
    else:
        print("The list contains the following tasks:")
        i=0
```

```
for task in self.list1:
          i+=1
          print(f"{i}) {task}")
  def remove(self):
     print("--- Removing from the list ---")
     task=input("Please enter the task: ").lower()
     if task not in self.list1:
       print(f"Task {task} is not in the list.")
     else:
       self.list1.remove(task)
       print(f"Task \"{task}\" has been removed from the list.")
  def update(self):
     print("--- Updating the list ---")
     task=input("Please enter the task: ").lower()
     if task not in self.list1:
       print(f"Task \"{task}\" is not in the list.")
     else:
       new_task=input("Please enter the new task: ").lower()
       self.list1.remove(task)
       self.list1.append(new_task)
       print(f"Task \"{task}\" has been updated to \"{new_task}\".")
def to_do_list():
  obj1=listing()
  while True:
```

```
print("--- This is a dynamic To-Do-List ---")
     print("-:Menu:-")
     print("1) Add task.")
     print("2) Display task.")
     print("3) Remove task.")
     print("4) Update task.")
     print("5) End program.")
     input1=int(input(f"Please select an option: "))
     if input1==1:
       print("Add task.")
       obj1.add()
     elif input1==2:
       print("Display task.")
       obj1.display()
     elif input1==3:
       print("Remove task.")
       obj1.remove()
     elif input1==4:
       print("Update task.")
       obj1.update()
     elif input1==5:
       print("End program.")
       break
     else:
       print("Invalid input, please try again.")
to_do_list()
```

Output:

```
E:\Uni\3rd Semester\2) Artificial Intelligence (Lab)\Assignments\Assignment 1>python task.py
--- This is a dynamic To-Do-List ---
-:Menu:-
1) Add task.
2) Display task.
3) Remove task.
4) Update task.
5) End program.
Please select an option: 1
Add task.
--- Adding to the list ---
Please enter the task: go home
Task go home has been added to the list.
```