ASSIGNMENT-3

A)Command Line Interface

```python
tasks = []
def add_task(task):

    tasks.append(task)

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


def view_tasks():

    if tasks:

        print("Your tasks:")

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

            print(f"{idx}. {task}")

    else:

        print("No tasks to show.")


def remove_task(task_number):

    if 0 < task_number <= len(tasks):

        removed_task = tasks.pop(task_number - 1)

        print(f"Task '{removed_task}' removed.")

    else:

        print("Invalid task number.")


def main():
```

```python
    while True:
        print("\nOptions: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit")
        choice = input("Enter your choice: ")
        if choice == '1.':
            task = input("Enter task: ")
            add_task(task)
        elif choice == '2.':
            view_tasks()
        elif choice == '3':
            task_number = int(input("Enter task number to remove: "))
            remove_task(task_number)
        elif choice == '4':
            print("Exiting...")
            break
        else:
            print("Invalid choice. Please try again.")

if __name__ == "__main__":
    main()
```

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Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: 1.
Enter task: design in figma
Task 'design in figma' added.

Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: 1.
Enter task: python program
Task 'python program' added.

Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: 2.
Your tasks:
1. convert bad design into good design
2. design in figma
3. python program

Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: 3
Enter task number to remove: 3
Task 'python program' removed.

Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: 2.
Your tasks:
1. convert bad design into good design
2. design in figma

Options: 1.Add Task 2.View Tasks 3.RemoveTask 4.Exit
Enter your choice: |
```