class ToDoList:

def \_init\_(self):

# List to store tasks

self.tasks = []

def show\_tasks(self):

"""Display the current list of tasks"""

if not self.tasks:

print("\nYour ToDo List is empty!\n")

else:

print("\nYour ToDo List:")

for i, task in enumerate(self.tasks, 1):

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

print()

def add\_task(self, task):

"""Add a new task to the ToDo list"""

self.tasks.append(task)

print(f"Added task: {task}\n")

def update\_task(self, task\_num, updated\_task):

"""Update a specific task in the list"""

if 0 < task\_num <= len(self.tasks):

old\_task = self.tasks[task\_num - 1]

self.tasks[task\_num - 1] = updated\_task

print(f"Updated task {task\_num} from '{old\_task}' to '{updated\_task}'.\n")

else:

print("Invalid task number!\n")

def delete\_task(self, task\_num):

"""Delete a task from the ToDo list"""

if 0 < task\_num <= len(self.tasks):

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

print(f"Deleted task: {task}\n")

else:

print("Invalid task number!\n")

def run(self):

"""Run the main loop of the ToDoList application"""

while True:

print("What would you like to do?")

print("1. Show ToDo List")

print("2. Add Task")

print("3. Update Task")

print("4. Delete Task")

print("5. Exit")

choice = input("Enter your choice (1-5): ")

if choice == '1':

self.show\_tasks()

elif choice == '2':

task = input("Enter the task you want to add: ")

self.add\_task(task)

elif choice == '3':

try:

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

updated\_task = input("Enter the updated task: ")

self.update\_task(task\_num, updated\_task)

except ValueError:

print("Please enter a valid number!\n")

elif choice == '4':

try:

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

self.delete\_task(task\_num)

except ValueError:

print("Please enter a valid number!\n")

elif choice == '5':

print("Goodbye!")

break

else:

print("Invalid choice! Please select a number between 1 and 5.\n")

# Run the ToDoList application

if \_name\_ == "\_main\_":

app = ToDoList()

app.run()