

Class TodoList:

```
Def __init__(self):
```

```
    Self.tasks = []
```

```
Def add_task(self, task):
```

```
    Self.tasks.append(task)
```

```
    Print(f"Task '{task}' added to the list.")
```

```
Def remove_task(self, task):
```

```
    If task in self.tasks:
```

```
        Self.tasks.remove(task)
```

```
        Print(f"Task '{task}' removed from the list.")
```

```
    Else:
```

```
        Print(f"Task '{task}' not found in the list.")
```

```
Def display_tasks(self):
```

```
    If self.tasks:
```

```
        Print("Tasks in the list:")
```

```
        For i, task in enumerate(self.tasks, start=1):
```

```
            Print(f"{i}. {task}")
```

```
    Else:
```

```
        Print("No tasks in the list.")
```

```
Def main():
```

```
    Todo_list = TodoList()
```

```
    While True:
```

```
        Print("\nTodo List Menu:")
```

```
        Print("1. Add Task")
```

```
Print("2. Remove Task")
```

```
Print("3. Display Tasks")
```

```
Print("4. Quit")
```

```
Choice = input("Enter your choice: ")
```

```
If choice == "1":
```

```
    Task = input("Enter the task: ")
```

```
    Todo_list.add_task(task)
```

```
Elif choice == "2":
```

```
    Task = input("Enter the task to remove: ")
```

```
    Todo_list.remove_task(task)
```

```
Elif choice == "3":
```

```
    Todo_list.display_tasks()
```

```
Elif choice == "4":
```

```
    Print("Quitting the program.")
```

```
    Break
```

```
Else:
```

```
    Print("Invalid choice. Please choose a valid option.")
```

```
If __name__ == "__main__":
```

```
    Main()
```