TASK ONE

```
#include <iostream>

#include <cstdlib>

using namespace std;


int main()

{


        int num, guess, numoftries = 0;


//      srand(time(0)); //this function sets the starting point for producing a series of pseudo-random integers


        num = rand() % 100 + 1; // generates random numbers between 1 and 100




        cout <<"Welcome to Number Guessing Game!"<< endl;

        cout<<"Please press enter after every entry until the correct answer"<<endl;


   do //using the do while loop

   {

        cout<< "Guess a number between 1 and 100. "<< endl;

        cin>> guess;

        numoftries++;
```

```
        if (guess > num)
        cout<< "Too high, please try again"<<endl;

        else if (guess < num)
        cout<< "Too Low, please try again"<<endl;

        else
        cout<< "You got it in " << numoftries << "guesses"          <<endl;

    } while (guess != num);

        return 0;
}
```

TASK TWO

```
#include <iostream>

using namespace std;


int main()

{

        double num1, num2;

        char op;


        cout<<"Enter the first number"<<endl;

        cin>>num1;;

        cout<<"Enter Operator(+, -, /, *)"<<endl;

        cin>>op;;

        cout<<"Enter the second number"<<endl;

        cin>>num2;



        switch(op){


                case '+':

    cout << num1 + num2;

    break;


  // If the user enter -

  case '-':
```

```
        cout << num1 - num2;
        break;

    // If the user enter *
    case '*':
        cout << num1 * num2;
        break;

    // If the user enter /
    case '/':
        cout << num1 / num2;
        break;

        default:
            cout<<"Error! operator is not correct";
            }

            return 0;
}
```

TASK THREE

```
#include <iostream>
#include <vector>
#include <string>

using namespace std;

class TodoList {
private:
    vector<string> tasks;

public:
    void addTask(const string& task) {
        tasks.push_back(task);
        cout << "Task added successfully!" << endl;
    }

    void viewTasks() {
        if (tasks.empty()) {
            cout << "No tasks available." << endl;
        } else {
            cout << "Tasks:" << endl;
            for (size_t i = 0; i < tasks.size(); ++i) {
                cout << i + 1 << ". " << tasks[i] << endl;
```

```
        }
    }
}

void deleteTask(int index) {
    if (index >= 1 && index <= static_cast<int>(tasks.size())) {
        tasks.erase(tasks.begin() + index - 1);
        cout << "Task deleted successfully!" << endl;
    } else {
        cout << "Invalid task index!" << endl;
    }
}
};

int main() {
    TodoList todoList;
    int choice;
    string task;
    int index;

    do {
        cout << "1. Add Task" << endl;
        cout << "2. View Tasks" << endl;
        cout << "3. Delete Task" << endl;
        cout << "4. Exit" << endl;
```

```
    cout << "Enter your choice: ";
    cin >> choice;

    switch (choice) {
        case 1:
            cout << "Enter task: ";
            cin.ignore(); // Clear input buffer
            getline(cin, task);
            todoList.addTask(task);
            break;
        case 2:
            todoList.viewTasks();
            break;
        case 3:
            cout << "Enter task index to delete: ";
            cin >> index;
            todoList.deleteTask(index);
            break;
        case 4:
            cout << "Exiting..." << endl;
            break;
        default:
            cout << "Invalid choice. Please try again." << endl;
    }
} while (choice != 4);
```

```
    return 0;
}
```