

Students:

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11.6 "Delete" menu option

You will need to use the `delete_item()` function (from [LAB 8.14](#)). It is almost the same as it was in the previous project, with the exception of testing that `idx` and `start_idx` are of the correct type.

```
def delete_item(in_list, idx, start_idx = 0):
    """
    param: in_list - a list from which to remove an item
    param: idx (str) - a string that is expected to
        contain a representation of an integer index
        of an item in the provided list
    param: start_idx (int) - by default, set to 0;
        an expected starting value for idx that
        gets subtracted from idx for 0-based indexing

    The function first checks if the input list is empty.
    The function then calls is_valid_index() to verify
    that the provided index idx is a valid positive
    index that can access an element from info_list.
    On success, the function saves the item from info_list
    and returns it after it is deleted from in_list.

    returns:
    If the input list is empty, return 0.
    If idx is not of type string or start_idx is not an int,
    return None.
    If is_valid_index() returns False, return -1.
    Otherwise, on success, the function returns the element
    that was just removed from the input list.

    Helper functions:
    - is_valid_index()
    """
```

Your main task is to figure out how to assemble the main program portion for correctly deleting an item.

Below are the various interactions with the user using some sample task on the list (note the similarities with the "Update" option).

- note that ellipses hide the menu and some sample tasks on the list - **they are NOT part of the program**

Deleting all tasks:

```
You selected option D to > Delete.
Which task would you like to delete?
A - Delete all tasks at once
-----
1. Call XYZ
2. Finish checkpoint 1 for CSW8
3. Finish checkpoint 2 for CSW8
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
> a
WARNING: |a| is an invalid task number!
::: Would you like to delete another task? Enter 'y' to
continue.
> y
Which task would you like to delete?
A - Delete all tasks at once
-----
1. Call XYZ
...
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
> A
::: WARNING! Are you sure you want to delete All tasks?
::: Type Yes to continue the deletion.
> Yes
Deleted all tasks.
::: Press Enter to continue
=====
What would you like to do?
...
=====
::: Enter a menu option
> d
You selected option D to > Delete.
WARNING: There is nothing to delete!
```

When deleting a regular task, the deletion is immediate:

```
You selected option D to > Delete.
Which task would you like to delete?
```

```

A - Delete all tasks at once
-----
1. Call XYZ
...
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
> 1
Success!
Deleted the task |Call XYZ|
::: Would you like to delete another task? Enter 'y' to
continue.
> y
Which task would you like to delete?
A - Delete all tasks at once
-----
1. Finish checkpoint 1 for CSW8
2. Finish checkpoint 2 for CSW8
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
>

```

Only the upper-case M gets us back to the main menu (this is implemented in the main program but is similar to how it's done in `get_selection()`):

```

Which task would you like to delete?
A - Delete all tasks at once
-----
1. Finish checkpoint 1 for CSW8
2. Finish checkpoint 2 for CSW8
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
> m
WARNING: |m| is an invalid task number!
::: Would you like to delete another task? Enter 'y' to
continue.
> y
Which task would you like to delete?
A - Delete all tasks at once
-----
1. Finish checkpoint 1 for CSW8
2. Finish checkpoint 2 for CSW8
::: Enter the number corresponding to the task
::: or press 'M' to return to the main menu.
> M
::: Press Enter to continue

```

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LAB
ACTIVITY

11.6.1: "Delete" menu option

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main.py

1

Develop mode

Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program

Input (from above)

**main.py**
(Your program)

Program output displayed here

Coding trail of your work [What is this?](#)

History of your effort will appear here once you begin working on this zyLab.

[Trouble with lab?](#)