Create Task 2023 - My Code

AP Computer Science Principles

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from tkinter import *
from tkinter.ttk import *

importance1 = 0
itemlist = {}
tk = Tk()
tk.geometry('400x400')
maintext = Label(tk, text='Advanced To-Do List', font=('calibre', 10, 'bold'))
maintext.pack(pady=10)


def sortdictbyimportance(pdict):
    i1, i2, i3 = 'Importance Level 1:\n', 'Importance Level 2:\n', 'Importance Level 3:\n'

    for i in pdict:
        if int(pdict[i]) == 1:
            i1 += f'   -= {i}\n'
        elif int(pdict[i]) == 2:
            i2 += f'   -= {i}\n'
        else:
            i3 += f'   -= {i}\n'

    return f'Things to do:\n-----------\n{i3}\n{i2}\n{i1}'


def mainmenu(pvar):
    if not pvar:
        addbutton.pack_forget()
        printbutton.pack_forget()
        delbutton.pack_forget()
    else:
        addbutton.pack(pady=10)
        printbutton.pack(pady=10)
        delbutton.pack(pady=10)


def additem():
    namevar = ''
    importancevar = ''

    def submit():
        global namevar, importancevar, itemlist
        namevar = str(field1.get())
        importancevar = str(field2.get())
        itemlist[namevar] = importancevar
        print(itemlist)

        label1.pack_forget()
        field1.pack_forget()
        label2.pack_forget()
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            field2.pack_forget()
            button1.pack_forget()
            backbutton.pack_forget()

            mainmenu(True)

        mainmenu(False)
        label1 = Label(tk, text='Type name of the item')
        label1.pack(pady=10)
        field1 = Entry(tk, namevar, font=('calibre', 10, 'normal'))
        field1.pack(pady=10)
        label2 = Label(tk, text='Type importance LVL of the item (1-3)')
        label2.pack(pady=10)
        field2 = Entry(tk, importancevar, font=('calibre', 10, 'normal'))
        field2.pack(pady=10)
        button1 = Button(tk, text='Submit', command=submit)
        button1.pack(pady=10)

        def back():
            label1.pack_forget()
            field1.pack_forget()
            label2.pack_forget()
            field2.pack_forget()
            button1.pack_forget()
            backbutton.pack_forget()

            mainmenu(True)

        backbutton = Button(tk, text='Back', command=back)
        backbutton.pack(pady=10)


    def printitems():
        def back():
            itemstext.pack_forget()
            backbutton.pack_forget()
            mainmenu(True)

        mainmenu(False)
        print(itemlist)
        if len(itemlist) < 1:
            itemstext = Label(tk, text='You have nothing to do!')
        else:
            itemstext = Label(tk, text=(sortdictbyimportance(itemlist)))
        itemstext.pack(pady=10)
        backbutton = Button(tk, text='Back', command=back)
        backbutton.pack(pady=10)


    def removeitem():
        item = ''
        mainmenu(False)

        def submit():
            global item
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            item = field1.get()
            del (itemlist[item])

            label1.pack_forget()
            field1.pack_forget()
            button1.pack_forget()
            backbutton.pack_forget()

            mainmenu(True)

        label1 = Label(tk, text='What item to remove? [Case sensitive]')
        label1.pack(pady=10)
        field1 = Entry(tk, item, font=('calibre', 10, 'normal'))
        field1.pack(pady=10)
        button1 = Button(tk, text='Submit', command=submit)
        button1.pack(pady=10)

        def back():
            label1.pack_forget()
            field1.pack_forget()
            button1.pack_forget()
            backbutton.pack_forget()

            mainmenu(True)

        backbutton = Button(tk, text='Back', command=back)
        backbutton.pack(pady=10)


    addbutton = Button(tk, text='Add an item', command=additem)
    addbutton.pack(pady=10)
    printbutton = Button(tk, text='Print the list of items', command=printitems)
    printbutton.pack(pady=10)
    delbutton = Button(tk, text='Delete an item', command=removeitem)
    delbutton.pack(pady=10)

    mainloop()
```
