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//TODO.cpp
//Dante Bianucci, CISP 400
//Due 11/7/2021

#include<iostream>
#include<iomanip>
#include<string>
#include<fstream>
#include <fstream>
#include <exception>
#include <memory>

using namespace std;

void programGreeting();

void compTestData();

class ToDoList{

public:

void addList(string);
void delList(string);
void displayList();

};

int main(){

programGreeting();

compTestData();

ToDoList tdlObj;

bool quitCondition = 0;
string toDoTask;
char userMenuOption = ' ';

while (quitCondition == 0){
cout<<"          ~* To-Do List: *~\n";

cout << "Input a '+' into the console to add an item to your list!\n";
//Specification C2 - Overload »
cout << "Input a '-' into the console to remove an item to your list!\n";

cout << "Input an '?' operator to display the current items on the TODO list!\n";
// Specification C1 - Overload «
cout << "Input the 'x' key to terminate the program\n\n";

cout << "User Input: ";

cin >> userMenuOption;

```



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if (myfile.is_open())
{
while ( getline (myfile,delTask) )
{
if(tempString.find(item)!=std::string::npos)
{
newfile<<tempString;
}
}

myfile.close();
//Specification B4 - Persistence
remove("TDL.txt");

rename("temp.txt","TDL.txt");

}

}

//End del list function

void ToDoList::displayList(){

string delTask;
ifstream myfile("TDL.txt");
if (myfile.is_open())

{

while ( getline (myfile,delTask) )

{

cout << delTask << '\n';

}

myfile.close();

}

}

```