# TO_DO_LIST

## Front-end:Python

## Back-end:SQL

| NO | Purpose of the function | Function name |
|---|---|---|
| 1 | TO SEE THE CONTENTS OF THE TABLE | to_do() |
| 2 | TO ADD CONTENTS IN THE TO_DO_LIST TABLE | add_task() |
| 3 | TO EDIT THE CONTENTS IN THE TABLE | edit_task() |
| 4 | TO MARK THE TASK'DONE' IF COMPLETED | mark_task_complete() |
| 5 | TO DELETE ANY TASK | delete_task() |
| 6 | FOR FIRENDS ASSIGNING TASK | multi() |
| 7 | GAMES AND PERFOMANCE | gameie() |
| 8 | TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT) | check_level() |

### to_do()

it will show the contents of the table if the table exist else will show "NO TO_DO_LIST TABLE FOUND".

If there are no contents in table it will show "NO CONTENT IN THE TABLE".

```
**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT ANY TASK
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):1
TASK    DEADLINE     LEVEL   POINTS  MARK
('english hw', 'today', 'important', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', 'tom', 'urgent', 10, 'DONE')
**************************************************
```

## add_task()

it will add content in the table and create the table if not created.While creating the table it will also describe the table.

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**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT ANY TASK
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):2
Is your table created(y/n):y
ENTER THE TASK:c prog hw
ENTER THE DEADLINE:30 oct 25
ENTER THE LEVEL(urgent,necessary,can wait,important):important
DO YOU WANT TO ENTER MORE(Yy/Nn)?y
ENTER THE TASK:c++ hw
ENTER THE DEADLINE:29 oct 25
ENTER THE LEVEL(urgent,necessary,can wait,important):necessary
DO YOU WANT TO ENTER MORE(Yy/Nn)?n
**************************************************


**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT ANY TASK
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):1
TASK    DEADLINE      LEVEL   POINTS  MARK
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('english hw', 'today', 'important', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', 'tom', 'urgent', 10, 'DONE')
**************************************************

**************************************************
ENTER (1-8):2
Is your table created(y/n):k
Write in 'Yy' for yes and 'Nn' for No
TRY AGAIN to add details
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# edit_task()

it will edit the contents in the table.It can change (TASK, DEADLINE, LEVEL, POINTS)

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5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):3
CHANGES IN
1.TASK
2.DEADLINE
3.LEVEL
4.POINTS
5.EXIT
ENTER NUMBER(1,2,3,4) TO MAKE A CHANGE:1
CONTENTS OF THE TABLE...FOR REFFERENCE
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('english hw', 'today', 'important', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', 'tom', 'urgent', 10, 'DONE')
ENTER THE TASK YOU WANT TO CHANGE:english hw
ENTER THE TASK YOU WANT TO REPLACE WITH THE CHANGE:french hw
```

```
CHANGES IN
1.TASK
2.DEADLINE
3.LEVEL
4.POINTS
5.EXIT
ENTER NUMBER(1,2,3,4) TO MAKE A CHANGE:2
CONTENTS OF THE TABLE...FOR REFFERENCE
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('french hw', 'today', 'important', 10, None)
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', 'tom', 'urgent', 10, 'DONE')
ENTER THE DEADLINE YOU WANT TO CHANGE:tom
ENTER THE DEADLINE YOU WANT TO REPLACE WITH THE CHANGE:30 oct 25
CHANGES IN
1.TASK
2.DEADLINE
3.LEVEL
4.POINTS
5.EXIT
```

```
ENTER NUMBER(1,2,3,4) TO MAKE A CHANGE:5
CONTENTS OF THE TABLE...FOR REFFERENCE
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('french hw', 'today', 'important', 10, None)
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', '30 oct 25', 'urgent', 10, 'DONE')
**************************************************
```

## delete_task()

It will delete either the task or whole table.

```
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
*************************************************
ENTER (1-8):5
1.TO DELETE WHOLE TABLE
2.TO DELETE A (ROW FROM A TABLE)PARTICULAR TASK
NOTE!!!!!! BEFORE CHANGING ANY TASK...MAKE SURE TO WRITE AS IT IS GIVEN IN THE TABLE
ENTER(1 or 2):2
ENTER THE TASK TO BE DELETED:MATHS hw
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```

```
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
*****************************************************
ENTER (1-8):1
TASK     DEADLINE        LEVEL   POINTS  MARK
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('french hw', 'today', 'important', 10, None)
('web tech hw', '30 oct 25', 'urgent', 10, 'DONE')
*****************************************************
```

## check_level()

It will sort tasks by LEVEL(IMPORTANT,URGENT,NECESSARY,CAN WAIT).

It will be easy for the user to give priority to the task.

```
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
*****************************************************
ENTER (1-8):8
1.TASKS WHICH ARE 'IMPORTANT'
2.TASKS WHICH ARE 'URGENT'
3.TASKS WHICH ARE 'NECESSARY'
4.TASKS WHICH ARE 'CAN WAIT'
Enter (1,2,3 or 4):1
('c prog hw',)
('FIT hw',)
('french hw',)
*****************************************************
```

```
**************************************************
ENTER (1-8):8
1.TASKS WHICH ARE 'IMPORTANT'
2.TASKS WHICH ARE 'URGENT'
3.TASKS WHICH ARE 'NECESSARY'
4.TASKS WHICH ARE 'CAN WAIT'
Enter (1,2,3 or 4):2
('web tech hw',)
**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):8
1.TASKS WHICH ARE 'IMPORTANT'
2.TASKS WHICH ARE 'URGENT'
3.TASKS WHICH ARE 'NECESSARY'
4.TASKS WHICH ARE 'CAN WAIT'
Enter (1,2,3 or 4):3
('c++ hw',)
**************************************************
```

## gameie()

### 1.!!TOTAL SCORE!!

It will show the total score.

```
*****************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
*****************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):1
TOTAL SCORE: 30
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### 2.PROGRESS REPORT

It will show the average score.

```
*****************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
*****************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):2
average perfomance: 50.0
:D The results show you're capable of much more.

The first step is always the hardest—let's keep going and focus on one topic at a time.
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```

# RANDOM MODULE IS USED (MOOD FRESH GAMES AND CHALLENGE)

3.MOOD FRESH (2)GAMES

- Odd even game
  You have an option to choose either odd or even. Then you have to enter a number. Computer will also input number using random module . Winner is the one whose sum is odd  or even.

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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):3
1.ODD EVEN GAME
2.STONE,PAPER & SCISSOR
 ENTER(1/2):1
 Enter your name-H
 Enter your enemy' s name-S
choose odd(O) or even(E):E
............LETS BEGIN..........
Enter a number(0 to 10)=2
S  Enter 8
H won
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- Stone paper scissor game
  You have to choose number of rounds.Then computer will choose between(stone,paper,scissor).You have to choose (stone,paper,scissor) and enter.
    - In case of stone and paper
      Paper will win
    - In case of stone and scissor
      Stone will win
    - In case of scissor and paper
      Scissor will
    - In case of both paper or both stone or both scissor
      No points means no one will win

```
*********************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):3
1.ODD EVEN GAME
2.STONE,PAPER & SCISSOR
 ENTER(1/2):2
ENTER NUMBER OF ROUNDS:3
ENTER(stone/paper/scissor):stone
computer: stone
SAME..NO POINTS
ENTER(stone/paper/scissor):paper
computer: stone
YOU WON
ENTER(stone/paper/scissor):scissor
computer: paper
YOU WON
YOUR TOTAL POINTS: 20
COMPUTER TOTAL POINTS: 0
!!YOU WON!!
***************************************************
```

## 4.challenge

It consists of maths challenge(additon,subtraction,division,multiplication of two numbers)

It has three levels

- LEVEL 1(EASY)
  - Numbers between(0,20)
- LEVEL 2(MEDIUM)
  - Numbers between(20,50)
- LEVEL 3(HARD)
  - Numbers between(50,100)

```
**********************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):4
!! CHALLENGE(ADD,SUB,MULTIPLY,DIVIDE) !!
1.(EASY)
2.(MEDIUM)
3.(HARD)
ENTER LEVEL:3
Enter the number of rounds :1
71 / 93
Enter the answer:9
Correct ans is  0.7634408602150538
BETTER LUCK NEXT TIME
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**************************************************
ENTER (1-8):7
1.!!TOTAL SCORE!!
2.PROGRESS REPORT
3.MOOD FRESH (2)GAMES
4.challenge
Enter the number(1,2,3 & 4):4
!! CHALLENGE(ADD,SUB,MULTIPLY,DIVIDE) !!
1.(EASY)
2.(MEDIUM)
3.(HARD)
ENTER LEVEL:1
Enter the number of rounds :2
2 * 19
Enter the answer:38
GOOD JOB
10 - 13
Enter the answer:-3
GOOD JOB
**************************************************
```

## multi()

For firends assigning task to each other.

```
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
****************************************************
ENTER (1-8):6
BEFORE
('h', 'eng hw', 's', 'tom', 'DONE')
('x', 'maths hw', 'v', 'today', 'DONE')
('w', 'hindi hw', 'b', 'tom', None)
('ABC', 'phy practical', 'xyz', '1 nov 25', 'DONE')
('SWAM', 'electrochemistry hw', 'EGGi', '18 Nov 25', None)
Enter your NAME:PQR
Enter TASK:chem practical
Enter deadline:4 Nov 25
Enter NAME to whom you want to ASSIGN the task:MNO
Done
('h', 'eng hw', 's', 'tom', 'DONE')
('x', 'maths hw', 'v', 'today', 'DONE')
('w', 'hindi hw', 'b', 'tom', None)
('ABC', 'phy practical', 'xyz', '1 nov 25', 'DONE')
('SWAM', 'electrochemistry hw', 'EGGi', '18 Nov 25', None)
('PQR', 'chem practical', 'MNO', '4 Nov 25', None)
****************************************************
```

## mark_task_complete()

To mark the task 'DONE' if completed in both TO_DO_LIST and multi_player_to_do table.

TO_DO_LIST

```
****************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT ANY TASK
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
****************************************************
ENTER (1-8):4
1.MARK TASK IN 'TO_DO_LIST' TABLE
2.MARK TASK IN 'multi_player_to_do' TABLE:
ENTER (1/2):1
Enter the task which should be marked:french hw
Task marked
****************************************************
```

```
**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT ANY TASK
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):1
TASK      DEADLINE        LEVEL   POINTS   MARK
('c prog hw', '30 oct 25', 'important', 10, None)
('c++ hw', '29 oct 25 ', 'necessary', 10, None)
('FIT hw', 'today', 'important', 10, 'DONE')
('french hw', 'today', 'important', 10, 'DONE')
('MATHS hw', 'today', 'important', 10, 'done')
('web tech hw', '30 oct 25', 'urgent', 10, 'DONE')
**************************************************
```

For multi_player_to_do there is a password so that if the person has finished the task before the deadline only then can the task be marked.

```
**************************************************
1.TO SEE THE CONTENTS OF THE TABLE
2.TO ADD CONTENTS IN THE TO_DO_LIST TABLE
3.TO EDIT CONTENT IN THE TABLE
4.TO MARK THE TASK'DONE' IF COMPLETED
5.TO DELETE ANY TASK
6.FOR FIRENDS ASSIGNING TASK
7.GAMES AND PERFOMANCE
8.TO CHECK TASKS WHICH ARE (IMPORTANT,URGENT,NECESSARY,CAN WAIT)
9.EXIT
**************************************************
ENTER (1-8):4
1.MARK TASK IN 'TO_DO_LIST' TABLE
2.MARK TASK IN 'multi_player_to_do' TABLE:
ENTER (1/2):2
Enter password:donut
('h', 'eng hw', 's', 'tom', 'DONE')
('x', 'maths hw', 'v', 'today', None)
('w', 'hindi hw', 'b', 'tom', None)
('ABC', 'phy practical', 'xyz', '1 nov 25', 'DONE')
Enter task to be marked:maths hw
Task marked
CONGO!!
**************************************************
```