import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(home: Todo()));

class Todo extends StatefulWidget {

const Todo({super.key});

@override

State<Todo> createState() => \_TodoState();

}

class \_TodoState extends State<Todo> {

final \_t = <T>[];

final \_c = TextEditingController();

void \_a() => \_c.text.isNotEmpty ? setState(() => {\_t.add(T(\_c.text)), \_c.clear()}) : null;

void \_g(i) => setState(() => \_t[i].d = !\_t[i].d);

void \_d(i) => setState(() => \_t.removeAt(i));

@override

Widget build(BuildContext context) => Scaffold(

appBar: AppBar(title: const Text('To-do List')),

body: Column(children: [

Padding(

padding: const EdgeInsets.all(8),

child: Row(children: [

Expanded(child: TextField(controller: \_c, onSubmitted: (\_) => \_a())),

ElevatedButton(onPressed: \_a, child: const Text('+')),

]),

),

Expanded(

child: ListView.builder(

itemCount: \_t.length,

itemBuilder: (context, i) => ListTile(

leading: Checkbox(value: \_t[i].d, onChanged: (\_) => \_g(i)),

title: Text(\_t[i].t, style: TextStyle(decoration: \_t[i].d ? TextDecoration.lineThrough : null)),

trailing: IconButton(icon: const Icon(Icons.delete), onPressed: () => \_d(i)),

),

),

),

]),

);

}

class T {

String t;

bool d;

T(this.t, {this.d = false});

}