To Do List

Implemented using Splay Tree

Done By

1.Mytreyan 2022115102

- **Task Class:** Represents a task with attributes like ID, description, priority, and status (done/not done). It provides methods to mark a task as done and display task details.
- **SplayTree Class:** A templated class representing a self-adjusting binary search tree using the splay operation. It's used to efficiently store and manipulate Task objects based on their priority.
- **ToDoList Class:** Manages a list of tasks using a SplayTree data structure.

It provides methods to add tasks, mark tasks as done, remove tasks, display all tasks, and get the most prioritized task.

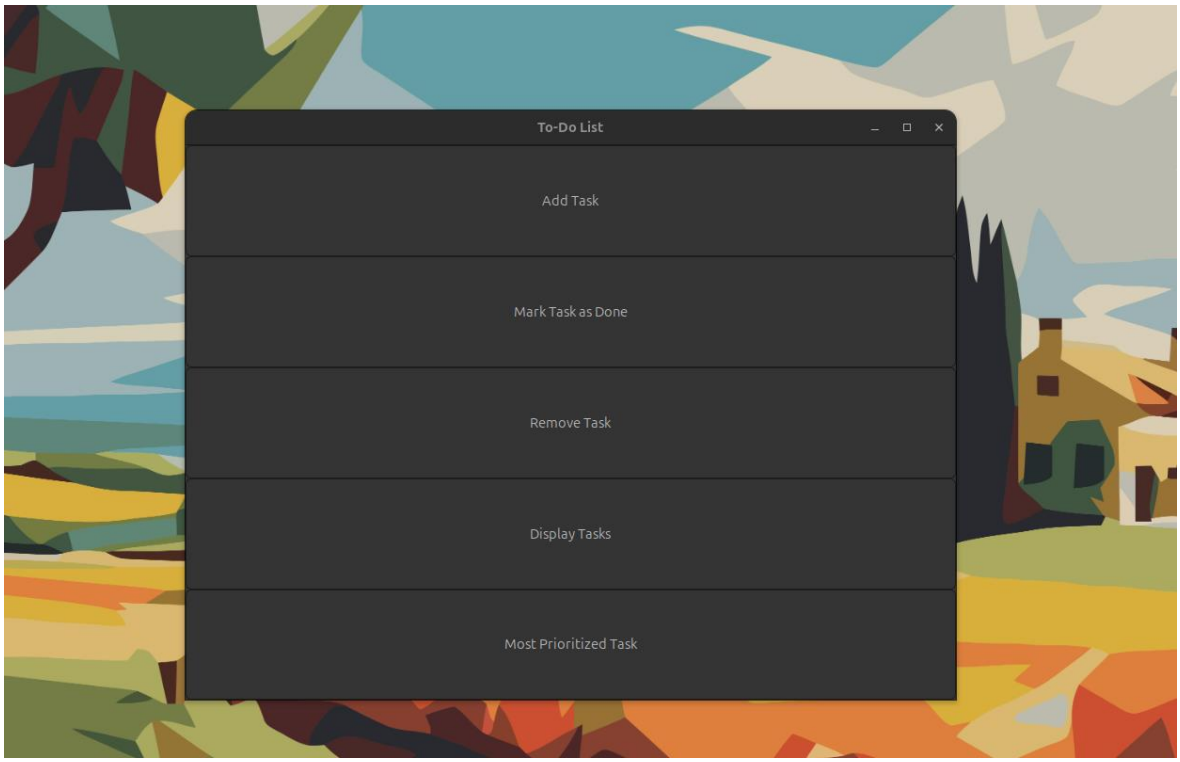
Done By

2. Abishek 2022115309

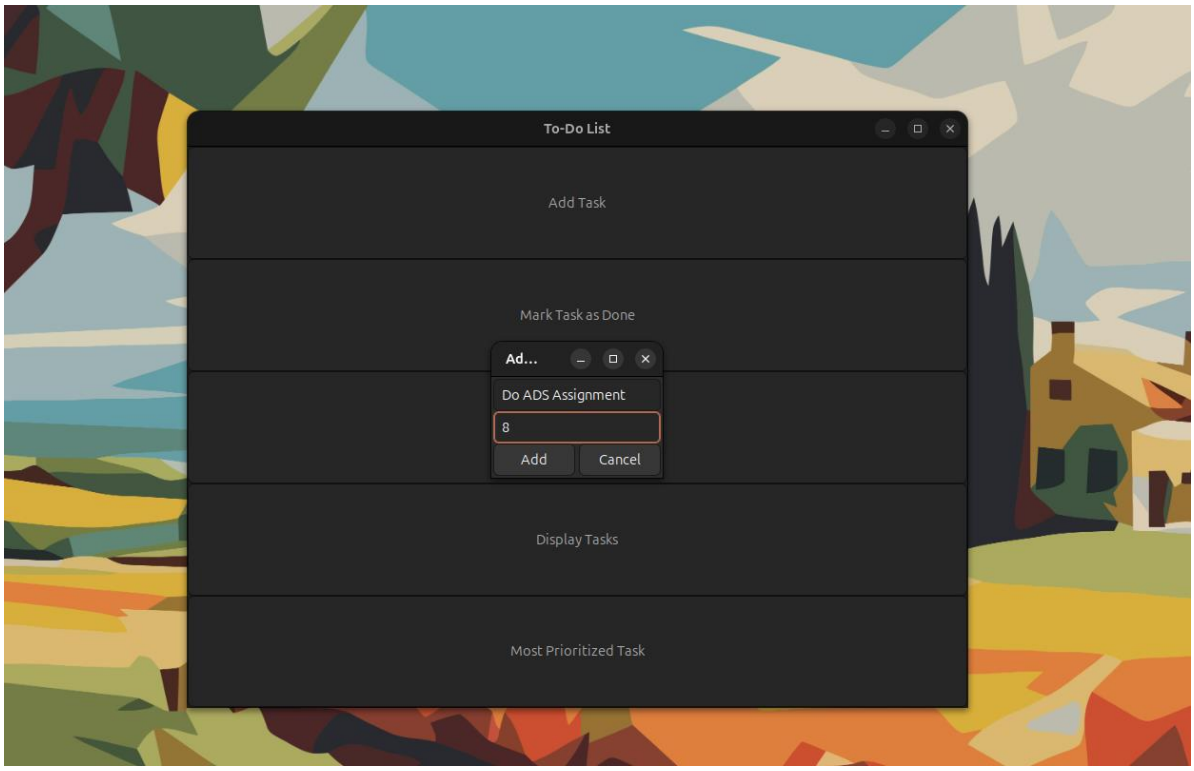
- **ToDoListGUI Class:** Inherits from Gtk::Window and creates a GUI for the To-Do List application. It includes buttons for adding tasks, marking tasks as done, removing tasks, displaying tasks, and getting the most prioritized task. Each button click triggers a corresponding action, such as opening dialogs for user input or displaying task information.
- **Main Function:** Creates an instance of the Gtk::Application, initializes the ToDoListGUI window, and runs the application.

Output:

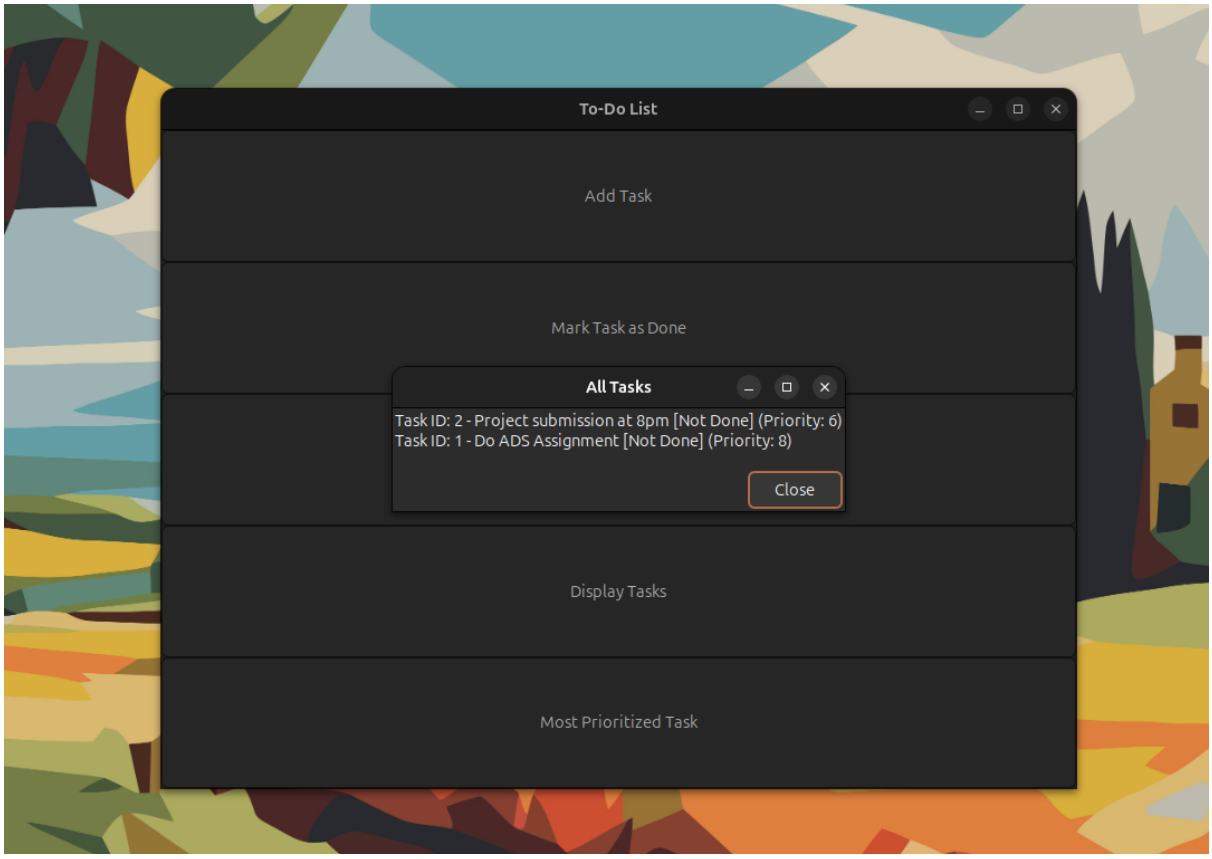
To Do List Window:



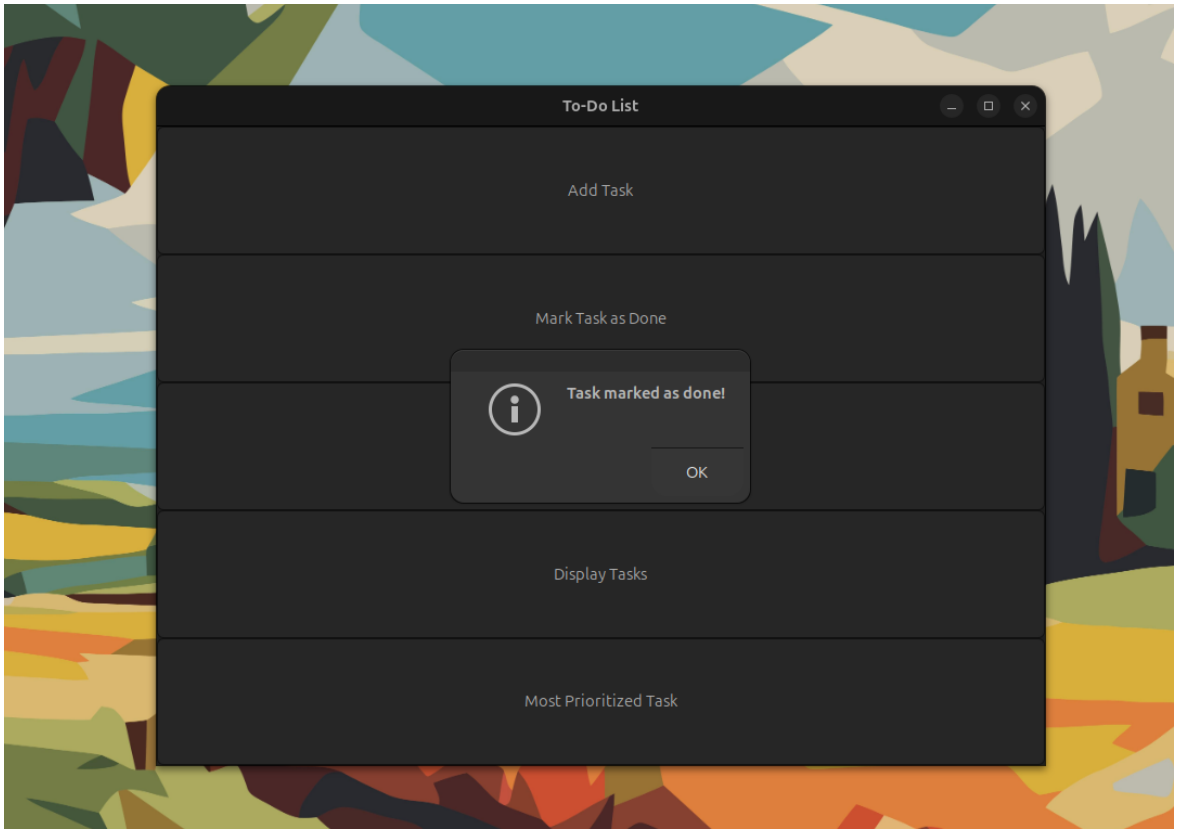
Adding a Task:



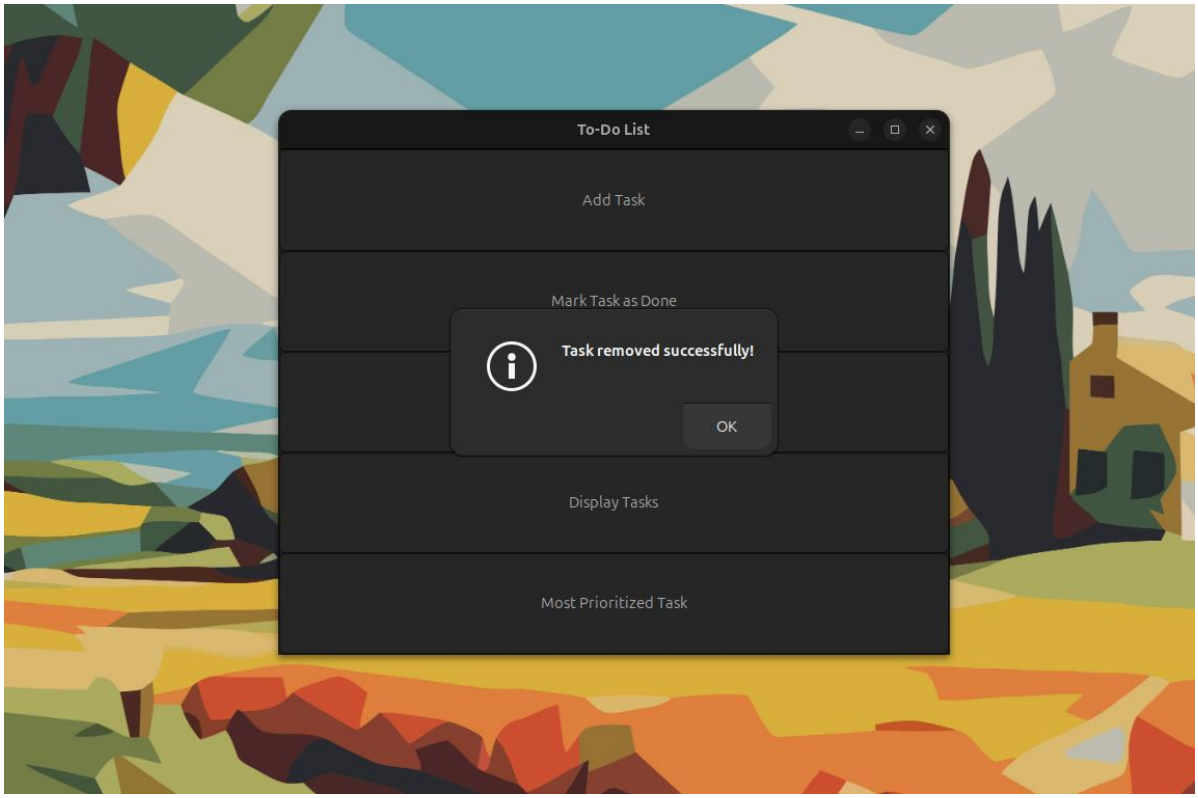
Displaying Task:

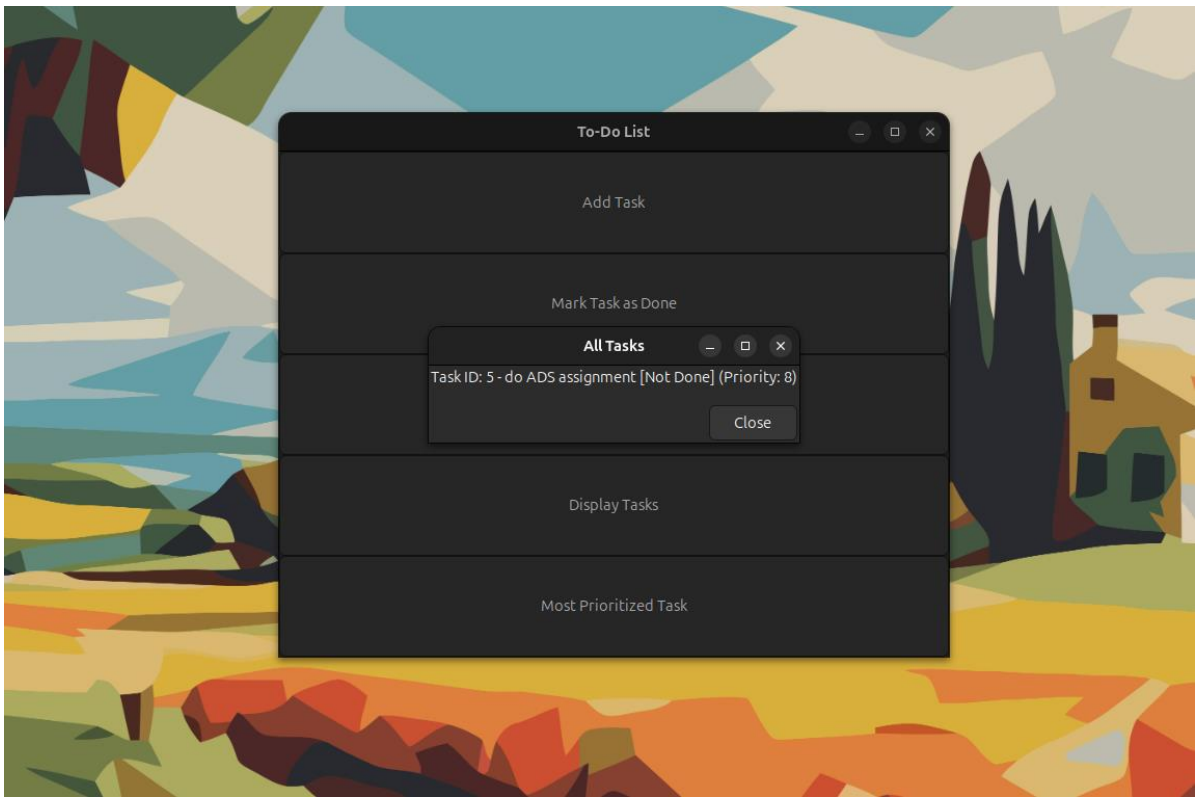


Mark a Task as Done:

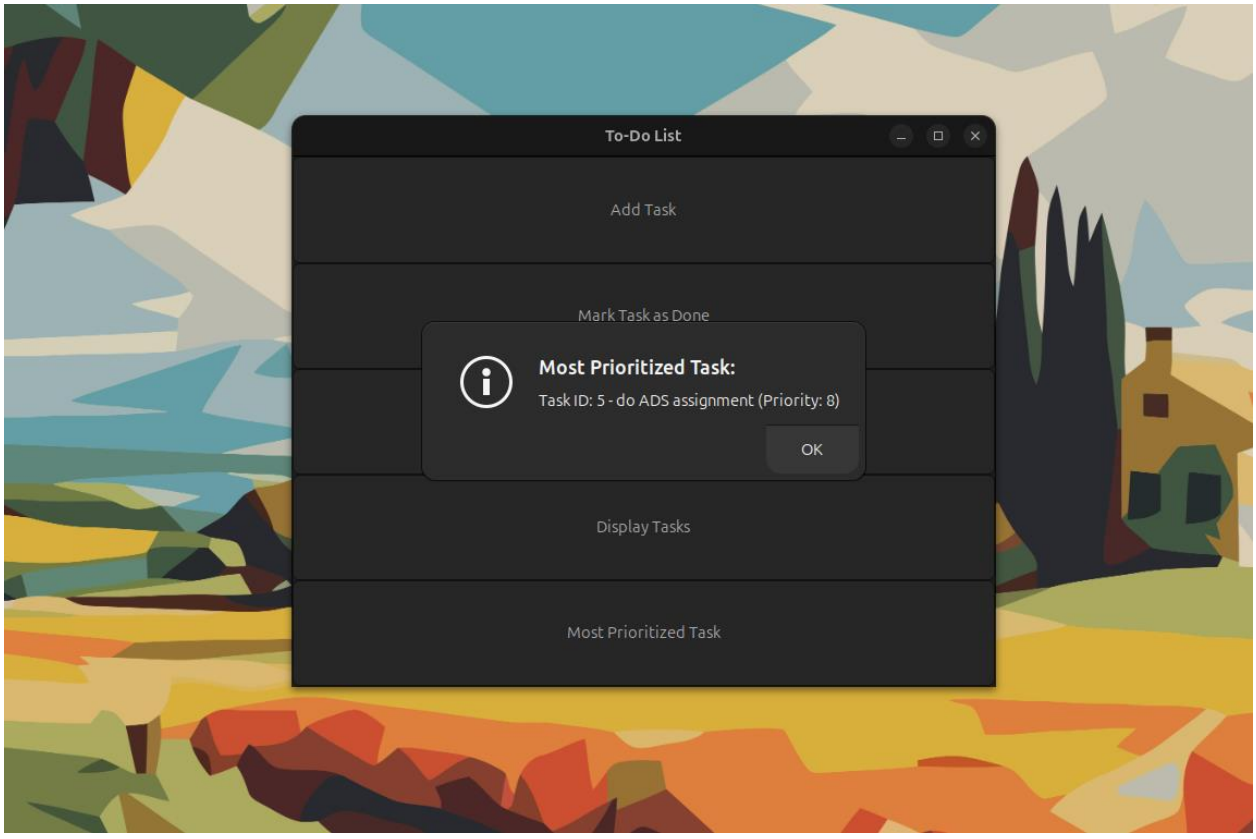


Remove a Task:





Most prioritized Task:



Team Members:

Mytreyan 2022115102

Abishek 2022115309