Personal Habit Tracker – Project Report

1. Introduction

This project creates a simple Personal Habit Tracker for Introduction to Programming.

It stores habits, allows marking them done, and displays progress.

2. Problem Definition

People want to build consistent habits but tracking is manual and scattered.

A simple console tool helps record and track habit completion.

3. Objectives

- Input and store habits

- Mark progress (done count)

- View habit list and progress

- Practice basic programming concepts

4. Requirements

Functional:

- Add habit

- Mark done

- View habits

- Exit

Non-Functional:

- Easy to use

- Reliable incrementing of done count

5. Design

Modules:

- add_habit()

- mark_done()

- view_habits()

- menu()

6. Algorithm

1. Start

2. Display menu

3. Perform selected action

4. Repeat until Exit

5. End

7. Implementation

Implemented in Python using lists and dictionaries. Console-based I/O used.

8. Testing

Tested by adding multiple habits, marking done multiple times, viewing list for correct counts.

9. Conclusion

The project demonstrates loops, conditionals, functions, and simple data handling in a practical application.