To do list

class ToDoList:

def \_\_init\_\_(self):

self.tasks = []

def add\_task(self, task):

self.tasks.append(task)

print("Task added!")

def remove\_task(self, task\_index):

if 0 <= task\_index < len(self.tasks):

removed\_task = self.tasks.pop(task\_index)

print(f"Task '{removed\_task}' removed.")

else:

print("Invalid task index!")

def list\_tasks(self):

if not self.tasks:

print("No tasks in the list.")

else:

print("Tasks:")

for index, task in enumerate(self.tasks):

print(f"{index + 1}. {task}")

def main():

todo\_list = ToDoList()

while True:

print("\nMenu:")

print("1. Add Task")

print("2. Remove Task")

print("3. List Tasks")

print("4. Quit")

choice = input("Enter your choice: ")

if choice == "1":

task = input("Enter the task: ")

todo\_list.add\_task(task)

elif choice == "2":

task\_index = int(input("Enter the task index to remove: ")) - 1

todo\_list.remove\_task(task\_index)

elif choice == "3":

todo\_list.list\_tasks()

elif choice == "4":

print("Goodbye!")

break

else:

print("Invalid choice. Please select a valid option.")

if \_\_name\_\_ == "\_\_main\_\_":

main()