PROJECT REPORT

Python To-Do Application Using Tkinter

1.Introduction

Staying organized is something everyone struggles with, so I decided to make a small desktop To-Do app using Python. The idea behind the project is simple: a place where you can add your tasks, decide when they're due, give them a priority, and delete them once they're done. I used Tkinter for the interface because it's easy to work with and perfect for beginners who want to create GUI apps.

2.Objective

The main goals of the project were:

- To create a simple and clean task manager.
- To learn how to build a graphical interface in Python.
- To store tasks in a file so they don't disappear when the app closes.
- To understand how widgets like buttons, tables, and calendar inputs work together.

3.Tools and Technologies

1. Python 3
2. Tkinter for GUI
3. ttk for improved widget styling
4. tkcalendar for selecting dates
5. tasks.txt to save and load tasks

4.System Requirements

- Any computer with Python 3 installed
- tkcalendar library (installed through pip)
- Works on Windows, macOS, or Linux

5.Features

Add Task: You can enter a task name, pick a date, choose a priority, and add it to the list.
Calendar Widget: Instead of typing dates manually, you can select them from a small popup calendar.
Task Table: All tasks appear in a neat table so it's easy to view everything at once.
Delete Option: You can remove any task whenever you want.
Automatic Save: Every time the app closes, the tasks are saved automatically, and they load back when you reopen it.

6.How It Works

- When the app starts, it checks the tasks.txt file and loads whatever tasks were saved earlier.
- If you add a new task, it instantly appears in the table.
- To delete one, you just click on it and press the delete button.
- Before closing, the app writes all the tasks back into the text file so you don’t lose anything.

7.File Structure

To-Do-App/
├── main.py # The main program
├── tasks.txt # Stores the tasks
├── screenshot.png # App screenshot
├── Readme.md
├── LICENSE

8.Conclusion

Building this project helped me understand how GUI applications actually work behind the scenes. I learned how to combine Python logic with interface elements, how to store data, and how to make a small but useful application. Even though it’s a simple project, it taught me a lot and can definitely be improved with more features in the future.