**software principles/patterns used in the use case**

**1. Single Responsibility Principle (SRP)**

Each class in the application has a clear, single responsibility:

* Task: Represents task data only.
* TaskHandler: Handles saving and loading tasks (business logic & file operations).
* TaskManager: Manages user interaction and communication between layers.
* Main: Only handles program flow and user menu.

This separation makes the code easier to test, maintain, and extend.

**2. Factory Pattern** (I used rarely)  
A simple Factory Pattern was used to create Task objects from saved filing system lines.