GUI - ToDo List

Р	PREDICT
R	RUN
I	INVESTIGATE
М	MODIFY
Mk	MAKE

KEYWORDS: TKinter | Root | Pack | Library | GUI | Label | Grid | Row | Column | Buttons | Function | Procedure | Recalling

Useful resources:

```
import tkinter as tk
def add_task():
     task = entry.get()
      listbox.insert(tk.END, task)
7 def delete_task():
      listbox.delete(tk.ANCHOR)
root = tk.Tk()
root.title("Todo App")
entry = tk.Entry(root)
entry.pack()
button_add = tk.Button(root, text="Add Task", command=add_task)
button_add.pack()
button_delete = tk.Button(root, text="Delete Selected", command=delete_task)
button_delete.pack()
22 listbox = tk.Listbox(root)
23 listbox.pack()
25 label = tk.Label(root, text="")
26 label.pack()
27
root.mainloop()
Ρ
    Explain what you think will happen?
R
    Copy the code
М
    Can you make your own Todo list application that has animated text and
    reposition/adjust the layout
```