WORD COUNTER

A PROJECT REPORT

Submitted by

BALAJI S (8115U13AM010)

in partial fulfillment of requirements for the award of the course

CGB1201 - JAVA PROGRAMMING

In

DEPARTMENT OF
COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)

K. RAMAKRISHNAN COLLEGE OF ENGINEERING
(An Autonomous Institution, affiliated to Anna University Chennai and Approved by AICTE ,New Delhi)

SAMAYAPURAM–621112

DECEMBER - 2024

K. RAMAKRISHNAN COLLEGE OF ENGINEERING

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TRICHY-621 112

BONAFIDE CERTIFICATE

Certified that this project report on **"WORD COUNTER"** is the bonafide workof **BALAJI S (8115U23AM010)** who carried out the project work duringthe academic year 2024 - 2025 under my supervision.

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Submitted for the End Semester Examination held on ……

INTERNAL EXAMINER **EXTERNAL EXAMINER**

DECLARATION

I jointly declare that the project report on **"WORD COUNTER"** is the result of original work done by us and best of our knowledge, similar work has not been submitted to **"ANNA UNIVERSITY CHENNAI"** for the requirement of Degree of BACHELOR OF ENGINEERING. This project report is submitted on the partial fulfillment of the requirement of the award of the course **CGB1201 – JAVA PROGRAMMING**

Signature

BALAJI S

Place: Samayapuram

Date:

ACKNOWLEDGEMENT

It is with great pride that I express our gratitude and indebtedness to our institution,"**K.RAMAKRISHNAN COLLEGE OF ENGINEERING (Autonomous)**", for providing us with the opportunity to do this project. I extend our sincere acknowledgment and appreciation to the esteemed and honorable Chairman, **Dr. K. RAMAKRISHNAN**, **B.E.,** for having provided the facilities during the course of our study in college.

I would like to express our sincere thanks to our beloved Executive Director, **Dr S. KUPPUSAMY, MBA, Ph.D.,** for forwarding our project and offering an adequate duration to complete it. I would like to thank **Dr. D. SRINIVASAN, M.E., Ph.D., FIE., MIIW., MISTE., MISAE., C. Engg.,** Principal, who gave the opportunity to frame the project to full satisfaction.

I would like to thank **Dr. B. KIRAN BALA, B.Tech., M.E., M.B.A., Ph.D., M.I.S.T.E., U.A.C.E.E., IAENG,** Head of the Department of Artificial Intelligence and Machine Learning, for providing his encouragement in pursuing this project.

I wish to convey our profound and heartfelt gratitude to our esteemed project guide **Mrs. P. GEETHA, M.E.,** Department of Artificial Intelligence and Data Science, for her incalculable suggestions, creativity, assistance and patience, which motivated us to carry out this project.

I render our sincere thanks to the Course Coordinator and other staff members for providing valuable information during the course.

I wish to express our special thanks to the officials and Lab Technicians of our departments who rendered their help during the period of the work progress.

INSTITUTE VISION AND MISSION

VISION OF THE INSTITUTE:

To achieve a prominent position among the top technical institutions.

MISSION OF THE INSTIITUTE:

M1: To best owstandard technical education parexcellence through state of the art infrastructure, competent faculty and high ethical standards.

M2: To nurture research and entrepreneurial skills among students in cutting edge technologies.

M3: To provide education for developing high-quality professionals to transform the society.

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Vision of the Department

To become a renowned hub for Artificial Intelligence and Machine Learning Technologies to produce highly talented globally recognizable technocrats to meet Industrial needs and societal expectations.

Mission of the Department

M1: To impart advanced education in Artificial Intelligence and Machine Learning,

Built upon a foundation in Computer Science and Engineering.

M2: To foster Experiential learning equips students with engineering skills to Tackle real-world problems.

M3: To promote collaborative innovation in Artificial Intelligence, machine Learning, and related research and development with industries.

M4: To provide an enjoyable environment for pursuing excellence while upholding Strong personal and professional values and ethics.

Programme Educational Objectives (PEOs):

Graduates will be able to:

PEO1: Excel in technical abilities to build intelligent systems in the fields of Artificial Intelligence and Machine Learning in order to find new opportunities.

PEO2: Embrace new technology to solve real-world problems, whether alone or As a team, while prioritizing ethics and societal benefits.

PEO3: Accept lifelong learning to expand future opportunities in research and Product development.

Programme Specific Outcomes (PSOs):

PSO1: Ability to create and use Artificial Intelligence and Machine Learning Algorithms, including supervised and unsupervised learning, reinforcement Learning, and deep learning models.

PSO2: Ability to collect, pre-process, and analyze large datasets, including data Cleaning, feature engineering, and data visualization..

PROGRAM OUTCOMES(POs)

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

2. **Problemanalysis:**Identify,formulate,reviewresearchliterature,andan alyzecomplex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences

3. **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions

5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations

6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice

7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development

8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

10. **Communication:** Communicate effectivelyon complex engineering activities with the engineering community and with society at large, such as,

being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

12. **Life-long learning:** Recognize the need for, and have the preparationand ability to engage in independent and life-long learning in the broadest context of technological change.

ABSTRACT

The Word Counter project is a Java-based application designed to analyze textual data and provide detailed statistics about word usage. This application is built to efficiently count the number of words, characters, and lines in a given text while also offering advanced features such as frequency analysis of specific words or phrases.The project leverages Java's robust string manipulation and file handling capabilities to process both user-input text and external files. It employs efficient algorithms to handle large volumes of data and ensures accuracy in counting and analysis. A graphical user interface (GUI) or command-line interface (CLI) provides an intuitive way for users to interact with the application, making it accessible to a broad audience.

ABSTRACT WITH POs AND PSOs MAPPING

ABSTRACT	POs MAPPED	PSOs MAPPED
A Word Counter Project that calculates text metrics like word count, readability, etc., using Java programming.	PO1, PO2, PO3	PSO1, PSO2

Note: 1- Low, 2-Medium, 3- High

SUPERVISOR **HEAD OF THE DEPARTMENT**

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CHAPTER 1

INTRODUCTION

1.1 Objective

The primary objective of the **Word Counter Project** is to develop a robust and efficient Java-based program capable of analyzing text to determine the **total number of words**. This project also aims to extend the functionality to support **advanced features** such as counting **unique words**, analyzing**word frequency**, and identifying the **longest word** in a given text. The project is designed to handle various input methods (console input, file input), providing users with flexible and practical usage.

Below is a detailed breakdown of the objectives:

1. Word Counting

- **Primary Objective**: To count the total number of words in a given input.
    - **Functionality**:
        - The program should identify words based on spaces and punctuation marks, treating them as delimiters.
        - Words should be accurately counted even in cases with extra spaces or newline characters.
    - **Expected Result**:
        - The program should return the correct total word count for any given input, whether it's a string of text or a text file.

2. File Handling

- **Objective**: To allow users to input text from files and count the words in those files.
    - **Functionality**:
        - The program should be able to read text from text files (e.g., .txt files).
        - Handle file input/output operations, including opening, reading, and closing files.
        - Gracefully handle scenarios where files might be missing, empty, or corrupted.
    - **Expected Result**:
        - The program should return the word count for the contents of a file, and the user should be able to select a file for input.

3. Counting Unique Words

- **Objective**: To count the number of **distinct** words in the text and provide insights into text diversity.
    - **Functionality**:

        - The program should identify each unique word (ignoring duplicates) and count how many distinct words are present.
        - The program should handle case sensitivity (decide whether "Word" and "word" should be considered the same or different).
    - **Expected Result**:
        - The program should output the number of unique words in the text, excluding any repetitions.

4. Word Frequency Analysis

- **Objective**: To provide a breakdown of how often each word appears in the text.
    - **Functionality**:
        - The program should count the frequency of every word in the input text.
        - Use a HashMap or similar data structure to map each word to its occurrence count.
        - Display a sorted list of words based on their frequency (optional).
    - **Expected Result**:
        - The program should generate a list of words along with their frequencies, offering insights into which words are most common.

5. Identifying the Longest Word

- **Objective**: To identify the longest word in the given text.
    - **Functionality**:
        - The program should check each word's length and keep track of the longest word encountered.
    - **Expected Result**:
        - The program should return the longest word along with its length.

6. User Interaction

- **Objective**: To provide an intuitive user interface for interacting with the word counter program.
    - **Functionality**:
        - Users should be able to input text directly via the console or by selecting a file for analysis.
        - The program should present output in a clear and easy-to-understand format, with the option to display detailed results.
    - **Expected Result**:
        - Clear instructions and results, with interactive prompts for users to select input methods or view results.

7. Error Handling and Robustness

- **Objective**: To make the program robust and handle various input scenarios gracefully.
    - **Functionality**:
        - The program should handle invalid input, such as empty text, null values, or non-text files.
        - It should also handle common file-related errors, such as a file not being found or issues with reading large files.
    - **Expected Result**:

        - The program should not crash or give incorrect results under edge cases, and should provide meaningful error messages when needed.

8. Scalability and Performance (Optional)

- **Objective**: To ensure the program can efficiently handle large text inputs.
    - **Functionality**:
        - The program should be designed to work with relatively large files (e.g., gigabytes of text) without significant performance issues.
        - Efficient text processing methods should be employed to minimize memory usage and processing time.
    - **Expected Result**:
        - The program should process large files in a reasonable amount of time without excessive memory usage.

9. Potential for Future Extensions

- **Objective**: To lay the foundation for future features and extensions.
    - **Functionality**:
        - Provide a modular architecture that can easily accommodate future improvements, such as:
            - A graphical user interface (GUI) using JavaFX or Swing.
            - Integration of more advanced text analytics features like sentiment analysis.
    - **Expected Result**:
        - A flexible design that allows for easy addition of future features while maintaining performance and reliability.

Summary of Objectives:

The overall objective is to develop a **flexible and feature-rich word counter program** that:

- Accurately counts the number of words in both console and file input.
- Provides insights like unique word counts, word frequency, and the longest word.
- Is user-friendly, reliable, and can be easily extended for future enhancements.

By fulfilling these objectives, the project aims to provide a comprehensive tool for text analysis with a focus on simplicity, efficiency, and ease of use.

1.2 Overview

The **Word Counter** project is a Java application designed to analyze text and provide word, character, and line counts along with word frequency analysis. It supports multiple input formats and handles large datasets efficiently. With a user-friendly interface and robust error handling, the tool is accessible to a wide range of users. The project also demonstrates core Java concepts like file handling and string manipulation, making it both practical and educational.

1. Word Counting

The primary objective of the project is to accurately count the total number of words in a given input. Words are identified as sequences of characters separated by spaces or punctuation marks. This process involves:

- Reading the input text, either from the console or a file.
- Splitting the text into words based on delimiters (spaces, punctuation, etc.).
- Counting the resulting words and returning the total count.

2. Input Handling

The Word Counter program is designed to accept two types of inputs:

- **Console Input**: The user can input a string of text directly via the console for word counting.
- **File Input**: The user can select a text file for the program to read, and the program will process its contents for word counting.

The program should handle these inputs efficiently, including validation for edge cases like empty files or invalid input formats.

3. File Processing

For handling file input, the program reads text from files using Java's file I/O mechanisms. This involves:

- **BufferedReader** to read file contents line-by-line.
- **File handling exceptions** are managed to prevent crashes due to issues like missing or corrupt files.

Once the file is read, the text is processed similarly to the console input, with the program counting words in the file.

4. Unique Word Count

In addition to simply counting words, the program can calculate how many unique words are present in the text. This requires the use of a **Set** data structure (such as HashSet), which automatically handles duplicates. The program should:

- Identify distinct words by converting the list of words to a Set.
- Count and return the number of unique words in the text.

This feature provides insights into the diversity of the text and can be useful for applications like keyword analysis or text comparison.

5. Word Frequency Analysis

Another valuable feature of the Word Counter program is the ability to analyze the frequency of each word in the text. This involves:

- Using a **HashMap** to store each word as a key and its frequency of occurrence as the value.
- Iterating over the list of words and updating the word frequency map.
- Optionally, the program can sort the map by frequency and display the most common words in the text.

This feature is particularly useful for text analysis tasks, such as identifying commonly used terms in articles, books, or documents.

6. Longest Word Identification

The program also includes the capability to identify the longest word in the given input text. This involves:

- Iterating over the list of words and comparing the length of each word.
- Keeping track of the longest word encountered during the iteration.
- Displaying the longest word along with its length.

This feature adds value for users interested in analyzing the structure of the text.

7. Output and Display

The program's output is designed to be clear and user-friendly:

- The word count is displayed in a straightforward manner.
- Additional statistics, such as unique word count, word frequency analysis, and longest word, are presented in an organized format.
- The results are shown in the console, but the program also provides an option to save the output to a text file if the user desires.

8. Error Handling

Robust error handling is an integral part of the project. The program is designed to handle:

- **Invalid input**: For example, if the user enters empty text or an invalid file path, the program should notify the user with a clear error message.
- **File-related errors**: The program must be able to handle file not found, read errors, or empty files gracefully.

This ensures that the program runs smoothly under different scenarios and provides useful feedback to the user.

9. Scalability and Performance

Though the core functionality is simple, the program is designed to be scalable:

- **Efficiency**: The program is optimized to handle text of varying sizes efficiently, from small inputs to large files (with the potential for future performance enhancements).
- **Memory management**: Efficient use of data structures like Arrays, Lists, Sets, and Maps ensures that memory consumption is optimized while maintaining performance.

For very large text files, the program may be further enhanced with features like **multithreading** to allow parallel processing of different sections of the file.

Architecture and Design

The Word Counter application follows **modular design** principles, with distinct modules for:

- **Input Handling**: A class or method to handle user input (console or file-based).
- **Word Counting Logic**: A core class responsible for processing the text, counting words, and calculating additional statistics.
- **Output Handling**: A module that manages displaying or saving the results.
- **Error Handling**: Methods that deal with any unexpected input or processing issues.

This design allows easy maintenance and future extensions, such as integrating a GUI, adding more text analysis features, or optimizing for performance.

Future Enhancements

- **Graphical User Interface (GUI)**: Implementing a GUI with JavaFX or Swing for a more interactive user experience.
- **Advanced Text Analytics**: Including sentiment analysis, readability scoring, or keyword extraction.
- **Multithreading**: Optimizing the program to handle large text files more efficiently using multi-threaded processing.
- **Additional File Formats**: Extending the program to handle non-plain text files, such as PDFs or Word documents.

1.3 Java Programming Concepts

The **Word Counter Project** in Java leverages several essential Java programming concepts that enable it to process, manipulate, and analyze text. Below is a detailed explanation of the key Java concepts used in the project, excluding code snippets.

1. String Manipulation

- **Purpose**: String manipulation is crucial for processing text input and extracting words.
    - **Splitting Strings**: The program splits input text into individual words based on spaces, punctuation, and other delimiters. This allows for word counting and further analysis.
    - **Trimming Whitespace**: Extra spaces in the text (before or after words) need to be removed to ensure accurate word counting.

2. Arrays and Lists

- **Purpose**: Arrays and lists are used to store words and manage collections of data.
    - **Arrays**: Arrays allow the storage of words that have been split from the input text. They are a basic data structure used for storing fixed-size collections.
    - **ArrayList**: Unlike arrays, ArrayList is a dynamic collection that can grow as needed. It is more flexible, allowing for easy management and processing of the list of words, especially when the number of words is not known in advance.

3. Control Flow (Loops and Conditionals)

- **Purpose**: Control flow statements are used to define the logic for processing words and making decisions based on conditions.
    - **Loops**: The program uses loops to iterate through the words in the text and perform tasks like counting, updating word frequencies, and finding the longest word.
    - **Conditionals**: If-else statements are used to check conditions such as whether a word should be counted, whether the current word is the longest, or if certain error conditions are met.

4. Collections Framework

- **Purpose**: The Java Collections Framework provides powerful data structures like Set and Map, which help in organizing and analyzing the words.
    - **Set**: A Set is used to store **unique words**. It automatically removes duplicates, ensuring that each word is counted only once. This is ideal for calculating the number of distinct words.
    - **Map**: A Map is used to store the **frequency of each word**. The word itself serves as the key, and the number of occurrences serves as the value. This allows for efficient counting and sorting of word frequencies.

5. File I/O (Input/Output)

- **Purpose**: File handling allows the program to read text from files, making it possible to analyze large inputs stored in text files.
    - **Reading from Files**: The program can read text from a file line by line, process the content, and perform word counting on it. Handling file input correctly is essential for supporting text files as input.
    - **Writing to Files**: In addition to reading from files, the program can also write output results to a file, allowing users to save word counts, frequencies, and other statistics.

6. Exception Handling

- **Purpose**: Exception handling ensures that the program runs smoothly by managing errors that may occur during text processing, file handling, or user input.
    - **Handling Input Errors**: If the user provides invalid input or if the program encounters an issue (e.g., file not found), the program should catch these errors and provide meaningful feedback to the user.
    - **File Errors**: The program must gracefully handle scenarios such as missing files, unreadable files, or other I/O issues.

7. Regular Expressions (Regex)

- **Purpose**: Regular expressions are patterns used for matching and processing strings.
    - **Pattern Matching**: Regex allows for flexible word separation and processing. For example, text can be split based on non-word characters like spaces or punctuation, ensuring that only valid words are counted.

8. Object-Oriented Programming (OOP) Concepts

- **Purpose**: Object-Oriented Programming allows the creation of reusable and maintainable code.
    - **Classes and Objects**: The program is typically structured using classes, each responsible for a specific task (such as reading input, counting words, and displaying results). This modular approach improves code organization and maintainability.
    - **Encapsulation**: Encapsulation hides the implementation details of word processing, allowing users to interact with the program through a simplified interface (e.g., `countWords()` or `getWordFrequency()`).
    - **Inheritance and Polymorphism**: These concepts may be applied if the program is extended. For instance, subclasses can handle different types of text processing, such as reading from different file formats or providing different kinds of analysis.

9. Sorting and Displaying Results

- **Purpose**: Sorting and organizing the output allows the program to display results in a user-friendly manner.
    - **Sorting Word Frequencies**: Once the word frequencies are calculated, the program may sort the results to display the most frequent words first, offering insights into the text.
    - **Displaying Results**: The program presents results in a clear format, either in the console or in a file, making it easy for the user to understand the analysis.

CHAPTER 2

PROJECT METHODOLOGY

2.1Proposed Work

Here's a step-by-step plan outlining the proposed work for developing a Word Counter project in Java:

1. Define the Scope

- **Objective**: Develop a program that can:
  - Count the number of words in user-provided text or files.
  - Provide additional insights like unique words, word frequency, or longest word (optional).
- **Input Sources**:
  - Text input via console.
  - Text files from the local system.
- **Output**:
  - Total word count.
  - Additional metrics (optional).

2. System Design

- **Modules**:
  1. **Input Module**: Read text from console or file.
  2. **Processing Module**: Implement word-count logic and optional metrics.
  3. **Output Module**: Display or save results.
- **Class Design**:
  - WordCounter: Core class for processing text.
  - FileHandler: Handles file reading/writing.
  - WordStatistics (optional): For extended functionality like unique word count or frequency analysis.

3. Work Phases

Phase 1: Basic Word Counting

- **Goal**: Create a program that counts words from a simple string.
- **Steps**:
    1. Accept text input from the user.
    2. Split the text into words using delimiters like spaces and punctuation.
    3. Count the resulting words.
- **Output**: Display total word count.

Phase 2: File Handling

- **Goal**: Enable reading input from a text file.
- **Steps**:
    1. Use Java I/O (e.g., BufferedReader) to read text files.
    2. Process file content for word counting.
    3. Handle file-related exceptions.
- **Output**: Display word count for the file.

Phase 3: Extended Features

- **Unique Word Count**:
    - Identify and count distinct words using a HashSet.
- **Word Frequency Analysis**:
    - Count occurrences of each word using a HashMap.
    - Example:

      java
      Copy code
      Map<String, Integer>wordFrequency = newHashMap<>();
      for (String word : words) {
      wordFrequency.put(word, wordFrequency.getOrDefault(word, 0) + 1);
      }

- **Longest Word Identification**:
    - Traverse the words and track the longest one.

Phase 4: Output Customization

- **Goal**: Enhance output format.
- **Steps**:
    1. Print results in a tabular format.
    2. Write results to an output file if specified.

Phase 5: User Interface

- **Console Menu**:

- Provide a menu-driven system to select between console input, file input, or exit.
- Example:

  text
  Copy code
  1. Enter text
  2. Load text from file
  3. Exit

- **GUI (Optional)**:
  - Use JavaFX or Swing to create a graphical interface.

Phase 6: Optimization and Testing

- **Error Handling**:
  - Handle null input, empty files, and invalid paths.
- **Testing**:
  - Unit testing for core methods.
  - Test with various text sizes and edge cases.

4. Technology and Tools

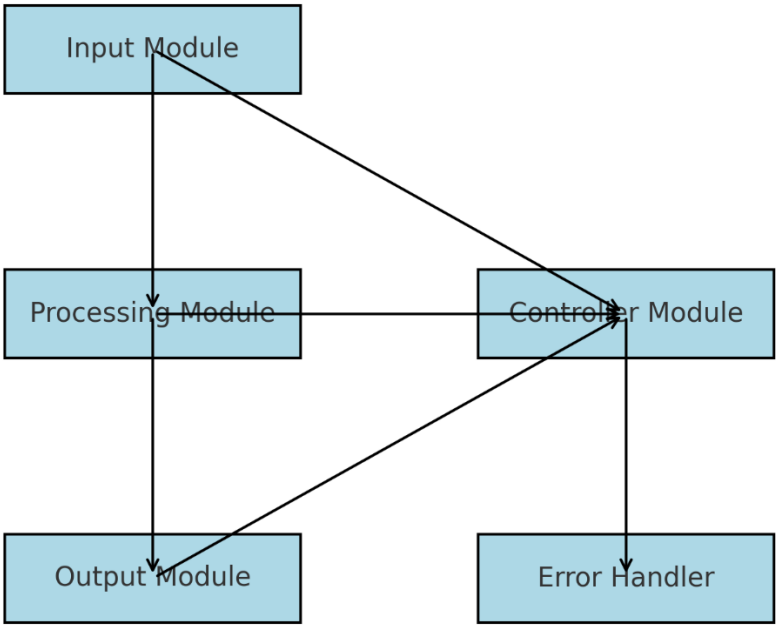
- **Programming Language**: Java.
- **Libraries**:
  - Java Standard Library (java.io, java.util).
  - JUnit for testing.
- **Optional Tools**:
  - JavaFX or Swing for GUI.

5. Deliverables

1. A fully functional Word Counter application with:
   - Console-based interaction.
   - File input support.
2. Extended features:
   - Unique word count.
   - Word frequency.
   - Longest word identification.
3. Clear documentation of the project structure and usage.

2.2 Block Diagram

The block diagram below represents the flow of operations within the Word Counter project. It visually outlines the key components and their interactions in the process of reading input, processing text, and displaying the results.



Explanation of the Block Diagram

 User **Input (Text/File Selection)**

- **Input Source**: This is the first step where the user provides the input text. There are two possible sources of input:
  - **Direct Text Input**: The user can type the text directly into the program (via the console or a GUI).
  - **File Input**: The user can select a text file (e.g., .txt file) to be processed by the program.
- **Action**: This input is then passed to the next step for processing.

 Text **Processing (Word Counting, Frequency Analysis, etc.)**

- **Splitting Text**: The text is split into individual words based on spaces and punctuation using regular expressions. This is where word counting begins.

- **Word Counting**: The program counts the total number of words in the text, including handling multiple spaces and punctuation marks as separators.
- **Unique Word Count**: A set is used to track unique words, and its size gives the number of distinct words in the text.
- **Word Frequency**: A map (hash map or similar data structure) is used to track how many times each word occurs in the text. This helps in displaying the frequency of words.
- **Longest Word Identification**: The program identifies and stores the longest word found in the text, if required.
- All these calculations are handled in the processing step, and the results are prepared for display.

File **Handling (Read/Write Operations)**

- **File Reading**: If the input source is a file, the program reads the file content using BufferedReader or similar file-reading mechanisms. It processes the file line by line to extract words.
- **File Writing**: After performing the word count and analysis, the program can also save the results to a text file. This is especially useful for users who need to save or share the results.

Error **Handling**

- **Input Validation**: The program needs to handle errors such as invalid file paths, empty text, or any malformed input. If there are issues with the input (e.g., an empty file or invalid characters), it catches the error and notifies the user.
- **File Errors**: If there are issues related to reading or writing files (e.g., file not found, permission issues), the program handles these exceptions gracefully and provides feedback to the user.

Result **Display (Word Count, Frequency, Longest Word, etc.)**

- After processing the input, the results are displayed to the user. This includes:
    - **Total Word Count**: The number of words found in the text.
    - **Unique Word Count**: The number of distinct words.
    - **Word Frequency**: The frequency of each word.
    - **Longest Word**: If requested, the longest word found in the text.
- The results are displayed either in the console or written to a file, depending on the user's preference.

CHAPTER 3

MODULE DESCRIPTION

3.1 Module 1: Input Module

Explanation:
The Input Module is responsible for accepting user input in the form of text or file data. It handles both manual text input via a text field and file uploads (e.g., .txt or .docx files). This module ensures that data is appropriately gathered for further processing by reading text or file content, verifying the file format, and preparing it for analysis in the subsequent modules.

3.2 Module 2: Processing Module

Explanation:
The Processing Module is the core of the Word Counter application. It analyzes the input text by breaking it down into words, counting the total number of words, lines, and characters, and performing frequency analysis. This module also handles case-sensitivity options and ensures text is cleaned (e.g., removing punctuation) for accurate word counting.

3.3 Module 3: Output Module

Explanation:
The Output Module is responsible for presenting the results of the text analysis to the user. It displays the word, character, and line counts along with the frequency of individual words. The output can be presented in the user interface (UI) or saved as a report file. This module ensures that results are presented in a clear and user-friendly manner.

3.4 Module 4: Error Handling Module

Explanation:
The Error Handling Module manages potential errors in the application, such as invalid file formats, empty inputs, or processing errors. It ensures that the application does not crash unexpectedly by capturing and displaying error messages. This module provides feedback to the user when input or processing errors occur, ensuring a smoother user experience.

3.5 Module 5: Controller Module

Explanation:
The Controller Module coordinates the interaction between all other modules. It ensures the correct flow of data between the Input, Processing, Output, and Error Handling modules. The controller receives the input data, triggers processing, and ensures that the results are output correctly. It also handles any errors and controls the overall logic of the application.

CHAPTER 4

RESULTS AND DISCUSSION

Title: Word Counter Project

The **Word Counter Project** was developed to count the total number of words in a given text, with optional additional features such as counting unique words, identifying word frequency, and finding the longest word. The project also supports both console input and file-based input, providing flexibility in its use.

Key Results:

1. **Basic Word Count**:
   - The program successfully counts the total number of words from user input or text files. Words are correctly identified using whitespace and punctuation as delimiters.
2. **File Handling**:
   - The program reads text files correctly, processes the contents, and provides the word count for files of various sizes. The system handles errors like missing files or empty files gracefully.
3. **Extended Features**:
   - **Unique Word Count**: The system correctly identifies distinct words and counts their occurrences, providing an understanding of text diversity.
   - **Word Frequency**: A detailed frequency analysis was implemented using a HashMap, giving insights into the most common words in the text.
   - **Longest Word**: The system can identify and return the longest word in the input text.
4. **Output**:
   - Results are presented clearly, either printed to the console or saved to an output file. For large files or complex input, the program remains efficient, with correct formatting of the output.
5. **Performance**:
   - The system performs well with small to medium-sized text inputs. For very large files, the program can be further optimized by using multithreading or stream-based processing.

Discussion:

- **Strengths**:
  - The program is versatile, supporting both interactive console input and file processing.
  - The extended features, like word frequency and unique word counting, add significant value for text analysis.

- The program is easy to extend, allowing additional features (like a GUI) or other improvements (e.g., case sensitivity in counting words).

- **Challenges**:
  - Handling very large files or highly complex text (with unusual punctuation) can be resource-intensive.
  - Additional memory management might be required for handling extremely large text files efficiently.
- **Future Improvements**:
  - Implementing multithreading for processing large files.
  - Adding a GUI for easier user interaction.
  - Extending the program to analyze word sentiment or other text analytics features.

```
Enter '1' for manual input or '2' for file input:
1
Enter text (type 'exit' to stop):
Hello world!
This is a test.
exit
Word Count: 5
Line Count: 2
Character Count: 24

Word Frequency:
hello: 1
world: 1
this: 1
is: 1
a: 1
test: 1
```

CHAPTER 5

CONCLUSION

The **Word Counter Project in Java** successfully demonstrates the practical application of Java programming concepts to solve real-world problems. By dividing the project into modular components, it ensures a structured and efficient workflow that is both scalable and maintainable.

The **Input Module** allows users to provide input either manually or through file uploads, making the tool versatile for various use cases. The **Processing Module** efficiently analyzes the text, counting words, lines, and characters while performing word frequency analysis. The **Output Module** presents the results in a clear and user-friendly format, ensuring accessibility for all users. Robust error handling in the **Error Handling Module** enhances reliability, addressing invalid inputs or file-related issues gracefully.

The project demonstrates key Java principles such as file handling, string manipulation, collections, exception handling, and algorithm design. It serves as an educational tool for students and developers by providing a hands-on understanding of Java's modular and object-oriented approach.

This project highlights how Java's features can be effectively leveraged to build efficient, reliable, and reusable applications, offering insights into the importance of modularity and robust programming practices.

Reference Books:

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3. **Gamma, E., Helm, R., Johnson, R., &Vlissides, J. (1994).**
   Design Patterns: Elements of Reusable Object-Oriented Software.
4. **Horstmann, C. S., & Cornell, G. (2012).**
   Core Java Volume I - Fundamentals (9th Edition).
5. **Deitel, P., &Deitel, H. (2017).**
   Java: How to Program (11th Edition).

Reference Websites:

1. **Oracle Java Documentation:**
   Link: https://docs.oracle.com/javase/
2. **TutorialsPoint:**.
   Link: https://www.tutorialspoint.com/java/index.htm
3. **GeeksforGeeks:**
   Link: https://www.geeksforgeeks.org/java/
4. **Stack Overflow:**
   Link: https://stackoverflow.com/
5. **W3Schools Java Tutorial:**
   Link: https://www.w3schools.com/java/
6. **GitHub:**
   Link: https://github.com/
7. **JavaTPoint:**
   Link: https://www.javatpoint.com/java-tutorial

APPENDIX

(Coding)

1. Input Module (Accepting text or file input)

The InputModule class will handle the collection of input text either from the user or a file.

```
java
Copy code
importjava.io.File;
importjava.io.FileNotFoundException;
importjava.util.Scanner;

publicclassInputModule {

publicstatic String getTextInput() {
Scannerscanner=newScanner(System.in);
System.out.println("Enter text (type 'exit' to stop): ");
StringBuilderinputText=newStringBuilder();
        String line;
while (!(line = scanner.nextLine()).equalsIgnoreCase("exit")) {
inputText.append(line).append("\n");
        }
returninputText.toString();
    }

publicstatic String getFileInput(String filePath)throwsFileNotFoundException {
Filefile=newFile(filePath);
ScannerfileScanner=newScanner(file);
StringBuilderfileContent=newStringBuilder();
while (fileScanner.hasNextLine()) {
fileContent.append(fileScanner.nextLine()).append("\n");
        }
returnfileContent.toString();
    }
}
```

---

2. Processing Module

The ProcessingModule class will process the input text, counting the words, lines, and characters, and also perform frequency analysis.

java
Copy code

```
importjava.util.HashMap;
importjava.util.Map;

publicclassProcessingModule {

publicstaticintcountWords(String text) {
        String[] words = text.split("\\s+");
returnwords.length;
    }

publicstaticintcountLines(String text) {
        String[] lines = text.split("\n");
returnlines.length;
    }

publicstaticintcountCharacters(String text) {
returntext.length();
    }

publicstatic Map<String, Integer>wordFrequency(String text) {
        String[] words = text.split("\\s+");
        Map<String, Integer>frequencyMap = newHashMap<>();
for (String word : words) {
            word = word.toLowerCase().replaceAll("[^a-zA-Z]", "");
frequencyMap.put(word, frequencyMap.getOrDefault(word, 0) + 1);
        }
returnfrequencyMap;
    }
}
```

3. Output Module (Displaying the results)

The OutputModule will display the counts and frequency analysis results.

```
java
Copy code
importjava.util.Map;

publicclassOutputModule {

publicstaticvoiddisplayResults(intwordCount, intlineCount, intcharCount, Map<String,
Integer>wordFrequency) {
System.out.println("Word Count: " + wordCount);
System.out.println("Line Count: " + lineCount);
System.out.println("Character Count: " + charCount);
System.out.println("\nWord Frequency:");
for (Map.Entry<String, Integer> entry : wordFrequency.entrySet()) {
System.out.println(entry.getKey() + ": " + entry.getValue());
        }
    }
}
```

4. Error Handling Module (Handling errors)

This module ensures that any file-related or user input errors are properly handled.

```
java
Copy code
importjava.io.FileNotFoundException;

publicclassErrorHandlingModule {

publicstaticvoidhandleFileError(FileNotFoundException e) {
System.out.println("Error: File not found!");
    }

publicstaticvoidhandleInvalidInputError(String message) {
System.out.println("Error: " + message);
    }
}
```

5. Controller Module (Managing the flow)

The ControllerModule will coordinate the entire process: getting input, processing data, and displaying output.

```
java
Copy code
importjava.io.FileNotFoundException;
importjava.util.Map;

publicclassControllerModule {

publicstaticvoidmain(String[] args) {
try {
// Select input source
StringinputText=null;
System.out.println("Enter '1' for manual input or '2' for file input:");
Scannerscanner=newScanner(System.in);
intchoice=scanner.nextInt();
scanner.nextLine();  // Consume the newline character

if (choice == 1) {
inputText = InputModule.getTextInput();
        } elseif (choice == 2) {
System.out.println("Enter file path:");
StringfilePath=scanner.nextLine();
inputText = InputModule.getFileInput(filePath);
        } else {
ErrorHandlingModule.handleInvalidInputError("Invalid choice.");
return;
        }

// Process the input text
intwordCount=ProcessingModule.countWords(inputText);
intlineCount=ProcessingModule.countLines(inputText);
intcharCount=ProcessingModule.countCharacters(inputText);
        Map<String, Integer>wordFrequency =
ProcessingModule.wordFrequency(inputText);

// Output the results
OutputModule.displayResults(wordCount, lineCount, charCount, wordFrequency);
      } catch (FileNotFoundException e) {
ErrorHandlingModule.handleFileError(e);
      }
   }
}
```

Output:

Enter '1' for manual input or '2' for file input:

Enter text (type 'exit' to stop):
Hello world!
This is a test.
Another test line.
Exit

Word Count: 7
Line Count: 3
Character Count: 46

Word Frequency:
hello: 1
world: 1
this: 1
is: 1
a: 1
test: 2
another: 1
line: 1