Lockedme.com

(Sprint work and Project Specification)

Version History:

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Purpose	Screenshots of the application
Date	14thAugust 2021
Version	1.0

Contents

1.Modules in the project

1. Display All Files
2. Add File
3. Delete File
4. Search File

2. Sprint wise Work

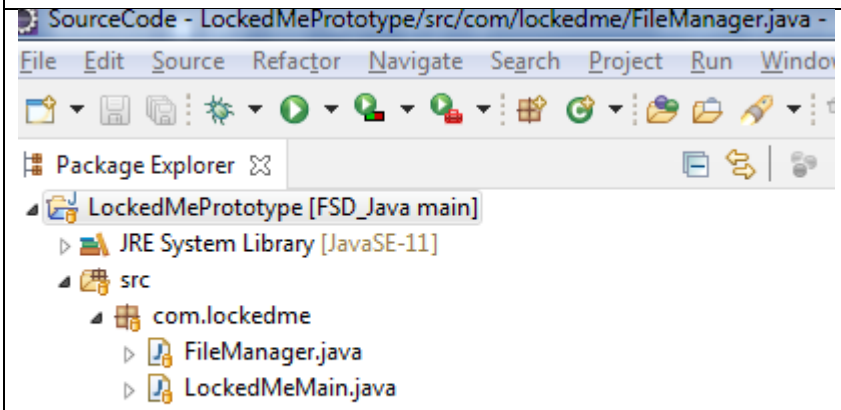
Sprint Number	Modules
1	Display All Files Add File
2	Delete File Search File Testing Deployment (creating a jar file)

3. Project GITHUBLINK link:

Repository Name :
FSD_Java
Github link:
https://github.com/BarkhaKaur/FSD_Java

4.Project Code :

Folder Structure



FIleManager.java

```
package com.lockedme;

import java.io.File;
import java.io.FileWriter;
import java.util.ArrayList;
import java.util.Collections;
import java.util.List;

public class FileManager {

    /**
     * This method will return file names in
ascending order from the folderPath
     * @param folderPath
     * @return List<String>
     */
    public static List<String> getAllFiles(String
folderPath)
    {
        //Creating file object
```

```
        File dir = new File(folderPath);

        //Getting all the files into file array
        File[] listOfFiles = dir.listFiles();

        //Declare a list to store file names
        List<String> fileNames = new
ArrayList<String>();

        for(File f:listOfFiles)
            fileNames.add(f.getName());

        //sort the files
        Collections.sort(fileNames);

        return fileNames;
    }

    /**
     * This method will add or append the content
into the specified file
     * @param folderPath
     * @param fileName
     * @param content
     * @return boolean
     */

    public static boolean addFiles(String
folderPath,String fileName,List<String> content)
    {
        File file = new File(folderPath,fileName);

        //To add or append content to File
        try(FileWriter fileWriter = new
FileWriter(file,true))
        {
            for(String s:content)
```

```
            {
                //Write content into the file
                fileWriter.write(s +
System.lineSeparator());
            }
            return true;
        }
        catch(Exception ex)
        {
            return false;
        }
    }

    /**
     * This method will delete the file if it
exists
     * @param folderPath
     * @param fileName
     * @return boolean
     */
    public static boolean deleteFile(String
folderPath,String fileName)
    {
        //adding folderpath with file name and
creating file object
        File file = new File(folderPath + "\\" +
fileName);

        //  return true if delete is successful
        try
        {
            if(file.delete())
                return true;
            else
                return false;
        }
        catch(Exception ex)
```

```
        {
            return false;
        }

    }

    /**
     * This method will search file from the
folder.
     * @param folderPath
     * @param fileName
     * @return
     */
    public static boolean searchFile(String
folderPath,String fileName)
    {
        //adding folderPath with file name and
creating file object
        File file = new File(folderPath + "\\" +
fileName);
        //return true if file exists
        try
        {
            if(file.exists())
                return true;
            else
                return false;
        }
        catch(Exception ex)
        {
            return false;
        }

    }


}
```

LockedMeMain.java

```
package com.lockedme;

import java.util.ArrayList;
import java.util.List;
import java.util.Scanner;

public class LockedMeMain {

	static final String FOLDER_PATH =
"C:\\Users\\Barkha\\Study\\Java\\simplilearn_First_Reddy\\Repo\\FSD_Java\\MyPhase1Project\\LockedMeFiles";

	public static void main(String[] args)
	{
		//Variable Declaration
		Scanner scannerObj = new Scanner(System.in);
		int choice = 0; //Variable for Main Menu choice
		String seeChoice; // Variable to hold Y/N if user wants to see main menu again
		int proceed = 1; //Variable to check if user wants to do more operations
		int mainMenuProceed = 1; //variable to see if user wants to see the main menu again.
		int invalidOuter = 0; //if user chooses other than numbers 1 to 5,set it to 1 to repeat the choices.

		//Display menu for the first time.
		displayMenu();
		do
		{
			System.out.println("Enter your choice:");
			/* If user enters invalid option, the switch case will go to default value
			 * If a non-number is entered by user,it will throw NumberFormatException
			*/
			try
			{
				choice=Integer.parseInt(scannerObj.nextLine());
			}
			catch(NumberFormatException ne)
			{
				choice = 0;
			}
			//Anything other than numbers 1-5 is not valid so repeat the loop.
			switch(choice)
			{
				case 1 :
					getAllFiles();
					//System.out.println("1");
					break;
```

```
                                case 2 :
                                        createFile(scannerObj);
                                        //System.out.println("2");
                                        break;
                                case 3 :
                                        deleteFile(scannerObj);
                                        //System.out.println("3");
                                        break;
                                case 4 :
                                        searchFile(scannerObj);
                                        //System.out.println("4");
                                        break;
                                case 5 :
                                        proceed=0; //The outer do-while will only run if proceed==1
                                        System.out.println("GoodBye.Thank you for using our
Application.");
                                        System.exit(0);
                                default :
                                        invalidOuter = 1;
                                        System.out.println("Invalid Option.Choose Numbers
between 1 to 5.");

                        }
                        /* If user chooses Invalid option then invalidOuter=1.
                         * In that case, do not ask him if he wants to see the Menu again.
                         *
                         *This inner do-while loop is to cater for the case that user might choose
wrong option.
                         *Y y N n are all correct options.
                         *
                         *The inner do while will run till User chooses the correct option
                         * */
                        if(invalidOuter==0)
                        {
                                do
                                {
                                        System.out.println("Would you like to see the Menu again?
:Y/N");
                                        seeChoice = scannerObj.nextLine();
                                        if(seeChoice.equalsIgnoreCase("Y"))
                                        {
                                                proceed = 1;
                                                mainMenuProceed = 0;
                                                displayMenu();
                                        }
                                        else if(seeChoice.equalsIgnoreCase("N"))
                                        {
                                                proceed = 0;//setting this to 0 will break out of the
outer do-while
                                                mainMenuProceed = 0;//setting this to 0 will break
out of the inner do-while
```

```
                                        System.out.println("GoodBye.Thank you for using
our Application.");
                                }
                                else
                                {
                                        System.out.println("Choose 'Y' or 'N'");
                                        mainMenuProceed = 1;
                                }
                        }while(mainMenuProceed==1);
                }
                invalidOuter = 0;
        }while(proceed==1);

        scannerObj.close();
    }

    public static void displayMenu()
    {

    System.out.println("************************************************************");
        System.out.println("\t\tLockedMe.com");

    System.out.println("************************************************************");
        System.out.println("1. Display all files");
        System.out.println("2. Add new file");
        System.out.println("3. Delete a file");
        System.out.println("4. Search a file");
        System.out.println("5. Exit");

    System.out.println("************************************************************");

    }

    /**
     * This method gets all the files from the FOLDER_PATH
     */
    public static void getAllFiles()
    {
        List<String> fileNames = FileManager.getAllFiles(FOLDER_PATH);
        for(String f:fileNames)
            System.out.println(f);
    }

    /**
     * This method takes file name,number of lines and content from user
     *  to create the file
     */
    public static void createFile(Scanner scanner)
    {
        //Variable declaration
        //Scanner scanner = new Scanner(System.in);
```

```
                String fileName;
                int linesCount;
                List<String> content = new ArrayList<String>();

                //Read file name from user
                System.out.println("Enter file name");
                fileName=scanner.nextLine();

                //Read number of lines from user
                System.out.println("Enter how many lines in the file");
                linesCount = Integer.parseInt(scanner.nextLine());

                //Read lines from user
                for (int i=1; i<=linesCount;i++)
                {
                        System.out.println("Enter line "+i+":");
                        content.add(scanner.nextLine());
                }

                //Save the content into the file
                boolean isSaved = FileManager.addFiles(FOLDER_PATH, fileName, content);

                if(isSaved)
                        System.out.println("File and Data saved successfully");
                else
                        System.out.println("Some error occured.Please contact
admin@lockedme.com");
                //scanner.close();
        }

        /**
         * This method is used to get file name from the user to delete that file.
         */
        public static void deleteFile(Scanner scannerObj)
        {
                //Code for deleting a file
                String fileNameDel;
        //      Scanner scannerObj = new Scanner(System.in);
                System.out.println("Enter file name to be deleted");
                fileNameDel = scannerObj.nextLine();
                boolean isDeleted = FileManager.deleteFile(FOLDER_PATH, fileNameDel);
                if(isDeleted)
                        System.out.println("File deleted successfully");
                else
                        System.out.println("Unable to delete.Either file not there or some access
issue.");
                //scannerObj.close();
        }

        /**
         * This method takes in a file name and lets user know if its present
```

```
	 */
	public static void searchFile(Scanner scannerObj1)
	{
		//Code for searching a file
		String fileNameSearch;
		//Scanner scannerObj1 = new Scanner(System.in);
		System.out.println("Enter file name to be searched");
		fileNameSearch = scannerObj1.nextLine();
		boolean isFound = FileManager.searchFile(FOLDER_PATH, fileNameSearch);
		if(isFound)
			System.out.println("File is present in the folder ");
		else
			System.out.println("File is not present in the folder.");
		//scannerObj1.close();
	}


}
```