LOCKEDME.COM

Final Deliverable

1st Phase-End Project

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Write Up

LockedMe.com has finally reached its product release. By deploying the application, we were able to enter the market with various USPs (unique selling points) that the stakeholders specified on the design document. The program utilizes great modularization, coupling, and cohesion to provide the customer with an exceptional experience.

Through the development of this program, LockedMe.com, the developer was able to showcase their control in a variety of Java concepts for source code optimization and increased performance. The concepts highlighted include: Control Statements, Collections, Sorting Techniques, Interfaces, I/O Stream, File Management, Custom Exceptions, and Error Handling. Furthermore, the Eclipse IDE dueled with Git version control helped increase productivity.

The Control Statements that were showcased were if/elseif/else as well as switch cases. They were primarily utilized to aid in user decisions such as list files, add files, etc… It also helped the program to execute specific code blocks.

The Collections used in this program were a String of Arrays. The array was instantiated to help the program list all the files in a current directory.

The Sorting Techniques includes using the sort method that was built into the Collections library. This sorting technique allowed the program to list all the files in a current directory in alphabetical order.

The Interface called Interface.java is the building block of the program. This abstraction allows the user to have information on what the object does instead of how it does it. The abstraction also provides communication to the developer, as it specifies how the developer needs to implement the methods and fields of a particular type.

The I/O Stream showcased was the Scanner and System library. The Scanner library helped parse user input whether it be a String or Int type. The System library printed to the console which is what the user will interact with. By utilizing both of these libraries the developers are able to provide the customer with an exceptional experience.

The File Management was handled by the File library. This library allowed for the main functionality of the program. This is because the library had built in methods that created files, deleted files, as well as checked if a specific file already existed in the specified directory.

The Custom Exceptions are called FileMismatchException.java and FileNotFoundException.java which are thrown to handle specific expected runtime errors.

Finally, the Error Handling that were showcased were try/catch/finally. They were primarily utilized to catch any exceptions in general which includes the custom exceptions. This is concept crucial as it helps handles invalid user inputs or any unexpected behavior at runtime.

Besides showcasing excellent control on Java Concepts, the developers on this project were also able to exhibit their control of documenting the step-by-step process starting from sprint planning to the product release seen on page 2. They were also able to present a flow diagram to help visualize the user interactions which can be seen on page 3.

LockedMe.com SCRUM Sprint

STATUS: COMPLETED

Number of Sprints: 6

Sprint 1: (Completed)

Team Member: Austin Nguyen

- Create Flow Diagram (ETA: 1 day)

Sprint 2: (Completed)

Team Member: Austin Nguyen

- Create Interface.java (ETA: .25 day)
    - public void changePath()
    - public void listFile()
    - public void addFile ()
    - public void deleteFile ()
    - public void searchFile ()
    - public void closeApplication ()

Sprint 3: (Completed)

Team Member: Austin Nguyen

- Create Custom Exceptions (ETA: .5 day)
    - FileMisatchException.java
    - FileNotFoundException.java

Sprint 4: (Completed)

Team Member: Austin Nguyen (ETA: 2 days)

- Create Menu Wrappers
    - public static void mainMenu ()
    - public static void editMenu ()

Sprint 5: (Completed)

Team Member: Austin Nguyen

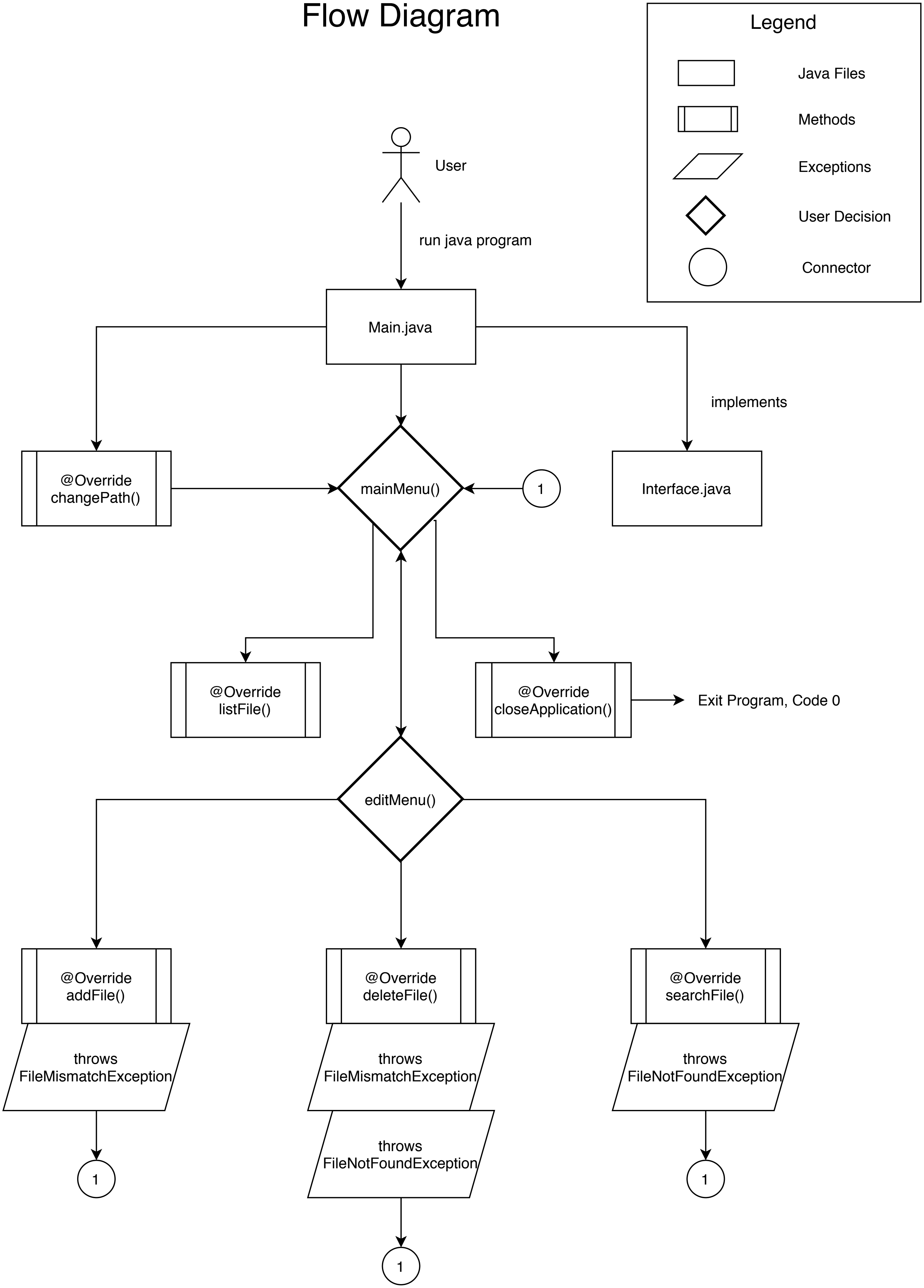
- Test & Debug (ETA: 1 day)

Sprint 6: (Completed)

Team Member: Austin Nguyen

- Screen Capture Finalized Functionality (ETA: 1 day)

Flow Diagram


Legend
Java Files
Methods
Exceptions
User Decision
Connector
User
run java program
Main.java
implements
@Override
changePath()
mainMenu()
1
Interface.java
@Override
listFile()
@Override
closeApplication()
Exit Program, Code 0
editMenu()
@Override
addFile()
@Override
deleteFile()
@Override
searchFile()
throws
FileMismatchException
throws
FileMismatchException
throws
FileNotFoundException
throws
FileNotFoundException
1
1
1