

Email Application

Presented by

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What is the Email Application?



- A simple console-based application built using Core Java.
- Simulates basic functionalities of an email service.
- Uses Object-Oriented Programming (OOP) principles such as encapsulation.
- Demonstrates concepts like:
 - Generating a random password
 - Setting mailbox capacity
 - Managing alternate email
 - Changing user password



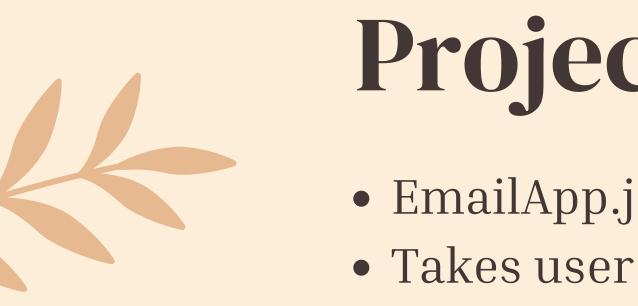


- Core Java (JDK 17 or above)
- 00P Concepts (Encapsulation, Constructors)
- Math.random() for password generation
- Java Classes & Methods
- Visual Studio Code IDE
- Command Prompt / Terminal Execution Environment
- Slide 4: Application Features



Key Functionalities

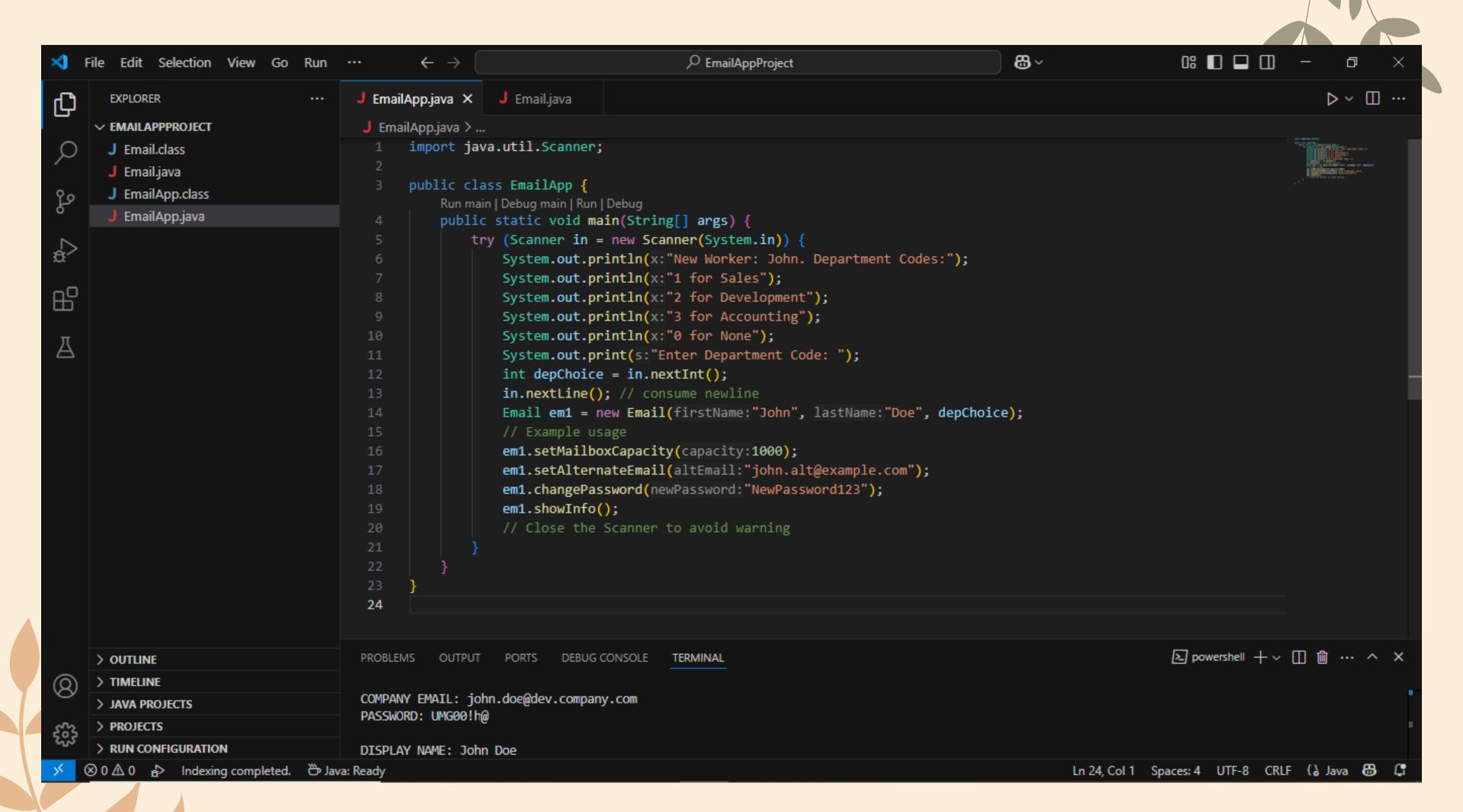
- User creation with first name, last name, and department
- Auto-generation of professional company email
- Auto-generation of secure random password
- Set mailbox capacity
- Set and retrieve alternate email address
- Change the password securely
- Display user information

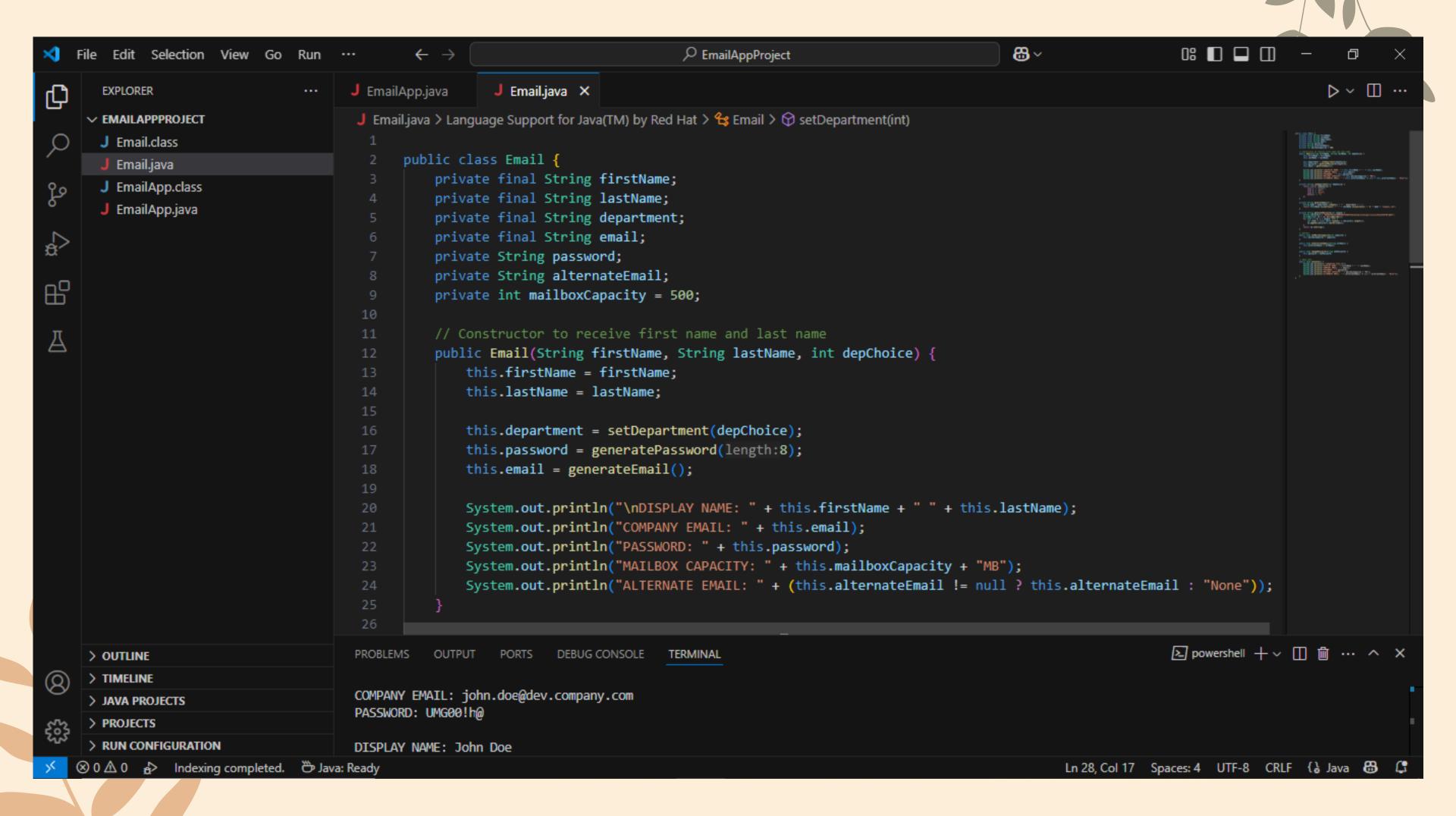




- EmailApp.java (Main class)
- Takes user input and displays output
- Email.java (Core logic class)
- Fields: firstName, lastName, password, department, mailboxCapacity, etc.
- Methods:
 - generateRandomPassword()
 - setAlternateEmail()
 - changePassword()
 - showInfo()
- Interaction through constructors and getter/setters







PROBLEMS OUTPUT PORTS DEBUG CONSOLE TERMINAL

PS C:\Users\MANI TLSPL\Desktop\EmailAppProject> javac EmailApp.java Email.java

PS C:\Users\MANI TLSPL\Desktop\EmailAppProject> java EmailApp

New Worker: John. Department Codes:

1 for Sales

2 for Development

3 for Accounting

0 for None

Enter Department Code: 2

DISPLAY NAME: John Doe

COMPANY EMAIL: john.doe@dev.company.com

PASSWORD: UMG00!h@

0 for None

Enter Department Code: 2

DISPLAY NAME: John Doe

COMPANY EMAIL: john.doe@dev.company.com

PASSWORD: UMG00!h@

DISPLAY NAME: John Doe

COMPANY EMAIL: john.doe@dev.company.com

PASSWORD: UMG00!h@

COMPANY EMAIL: john.doe@dev.company.com

PASSWORD: UMG00!h@ PASSWORD: UMG00!h@

MAILBOX CAPACITY: 500MB

Java: Ready







Conclusion

- Learned the practical use of OOP in Java
- Gained understanding of encapsulation and constructors
- Built a functional command-line email simulator
- Enhanced logical thinking and problem-solving skills
- Can be extended into a GUI or web-based project in future



