

### **Step 1: Creating a new project in Eclipse**

1. Open Eclipse
2. Go to File -> New -> Project -> Java Project -> Next.
3. Type in any “LockedMeApp” in project name and click on “Finish.”
4. Select your project -> Src -> New -> Package -> Type in “myPackage” and click on “Finish.”
5. Select your project and go to File -> New -> Class.
6. Enter LockedMe in class name, check the checkbox “public static void main(String[] args)”, and click on “Finish.”

### **Step 2: Specifying the path of project folder where file operations will be done.**

```
1 package myPackage;
2 import java.io.File;
3 import java.io.FileWriter;
4 import java.util.LinkedList;
5 import java.util.Scanner;
6
7
8 public class LockedMe
9 {
10     static final String errorMessage = "Some error occurred. Please contact the admin.";
11     static final String projectFilePath = "C:\\Users\\Acer\\OneDrive\\Desktop\\Phase1_Final Project\\1. LockedMeApp_FileLocation\\";
```

**Step 3: Creating a switch case for all application menu inside a loop of Main method.**

```
12⊕  public static void main(String[] args)
13  {
14      int in = 1;
15      Scanner sc = new Scanner(System.in);
16      do
17      {
18          try
19          {
20              displayMenu();
21              System.out.println("Enter Your Choice");
22
23              in=Integer.parseInt(sc.nextLine());|  
24              switch(in)
25              {
26                  case 1 : getAllFiles();
27                  break;
28                  case 2 : createFiles();
29                  break;
30                  case 3 : deleteFiles();
31                  break;
32                  case 4 : searchFiles();
33                  break;
34                  case 5 : System.exit(0);
35                  break;
36                  default: System.out.println("Invalid Option, Please Retry");
37                  break;
38              }
39          }
40          catch (NumberFormatException Ex)
41          {
42              System.out.println("Please enter Integer value only");
43          }
44      }
45
46      while(in > 0);
47      sc.close();
48  }
```

**Step 4: Creating a method for showing the welcome screen & menu.**

```
51⑩ public static void displayMenu()
52{
53    System.out.println("____");
54    System.out.println("\t\tWelcome To LockedMe.Com Application");
55    System.out.println("____");
56    System.out.println("");
57    System.out.println("\t\t1. Display all existing files");
58    System.out.println("\t\t2. Create a new file");
59    System.out.println("\t\t3. Delete an existing file");
60    System.out.println("\t\t4. Search an existing file");
61    System.out.println("\t\t5. Exit");
62    System.out.println("____");
63    System.out.println("\t\tDeveloped by :- Dinesh Samai");
64    System.out.println("____");
65}
66
```

**Output: Welcome Screen & Menu Options.**

---

```
Welcome To LockedMe.Com Application

---



---

1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit

---



---

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---



---

Enter Your Choice
```

**Output: If user enters a invalid option (integer type).**

---

```
Enter Your Choice
6
Invalid Option, Please Retry

---



---

Welcome To LockedMe.Com Application

---



---

1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit

---



---

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---



---

Enter Your Choice
```

**Output: If user enters an invalid option (string type).**

---

```
Enter Your Choice
a
Please enter Integer value only

Welcome To LockedMe.Com Application

1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit

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```

---

Enter Your Choice

**Step 5: Creating a method for display all existing files in the directory.**

```
67④    public static void getAllFiles()
68    {
69        try
70        {
71            File folder = new File(projectFilePath);
72            File[] listOfFiles = folder.listFiles();
73
74            if(listOfFiles.length > 0)
75
76                for(var l:listOfFiles)
77                {
78                    System.out.println(l.getName());
79                }
80            else
81            {
82                System.out.println("No Files Exist In The Directory");
83            }
84        }
85        catch(Exception Ex)
86        {
87            System.out.println("ErrorMessage in getAllFiles"+Ex.getMessage());
88        }
89    }
...      .      ..      ..      ..
```

**Output:**

```
Enter Your Choice
1
Sample Text File 1.txt
Sample Text File 2.txt
Sample Text File 3.txt

Welcome To LockedMe.Com Application

1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit

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Enter Your Choice
```

**Step 6: Creating a method for creating a new file in the directory.**

```
91④    public static void createFiles()
92    {
93        Scanner sc = new Scanner(System.in);
94        try {
95
96            String fileName;
97            System.out.println("Enter file name");
98            fileName = sc.nextLine();
99
100           FileWriter myWriter = new FileWriter(projectFilePath + fileName + ".txt");
101
102
103           System.out.println("Write Content to store in file");
104           String line = sc.nextLine();
105           myWriter.write(line + "\n");
106
107           myWriter.close();
108           System.out.println(fileName + ".txt" + " " +"Created Successfully");
109
110       } catch (Exception Ex) {
111           System.out.println("errorMessage in createFiles ==> " + Ex.getStackTrace());
112       }
113   }
114
```

**Output:**

```
Enter Your Choice
2
Enter file name
New File
Write Content to store in file
Hello
New File.txt Created Successfully
```

---

```
Welcome To LockedMe.Com Application
```

---

1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit

---

```
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```

---

```
Enter Your Choice
```

**Showing the newly created file in the directory.**

	Name	Date modified	Type	Size
ss	New File.txt	23-04-2022 05:08 PM	Text Document	1 KB
Personal	Sample Text File 1.txt	23-04-2022 02:30 PM	Text Document	1 KB
ts	Sample Text File 2.txt	20-04-2022 09:56 PM	Text Document	0 KB
ts	Sample Text File 3.txt	20-04-2022 09:56 PM	Text Document	0 KB

### Step 7: Creating a method for deleting file in the directory.

```
115@    public static void deleteFiles()
116    {
117
118        Scanner sc = new Scanner(System.in);
119        try {
120            String fileName;
121
122            System.out.println("Enter the final name to be deleted: ");
123            fileName = sc.nextLine();
124            File file = new File(projectFilePath + fileName + ".txt");
125
126            if (file.exists()) {
127                file.delete();
128                System.out.println("File deleted successfully: " + fileName+ ".txt");
129            } else
130                System.out.println("File do not exist");
131
132        } catch (Exception Ex) {
133            System.out.println(errorMessage);
134        }
135    }
136
```

#### Output:

```
Enter Your Choice
3
Enter the final name to be deleted:
New File
File deleted successfully: New File.txt
```

---

```
Welcome To LockedMe.Com Application
```

---

```
1. Display all existing files
2. Create a new file
3. Delete an existing file
4. Search an existing file
5. Exit
```

---

```
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```

---

```
Enter Your Choice
```

Showing that the file does not exist anymore.

Phase1_Final Project > 1.LockedMeApp_FileLocation				
	Name	Date modified	Type	Size
ss	Sample Text File 1.txt	23-04-2022 02:30 PM	Text Document	1 KB
Personal	Sample Text File 2.txt	20-04-2022 09:56 PM	Text Document	0 KB
ts	Sample Text File 3.txt	20-04-2022 09:56 PM	Text Document	0 KB
nts				

### Step 8: Creating a method for searching a file in the directory.

```
137 public static void searchFiles()
138 {
139     Scanner sc= new Scanner(System.in);
140
141     try
142     {
143         String fileName;
144
145         System.out.println("Enter the final name to be searched: ");
146
147         fileName=sc.nextLine();
148
149         File folder = new File(projectFilePath);
150         File[] listofFiles = folder.listFiles();
151
152         LinkedList<String> filenames = new LinkedList<String>();
153
154         for(var l:listofFiles)
155             filenames.add(l.getName());
156
157         if(filenames.contains(fileName+ ".txt"))
158             System.out.println("File is available");
159
160         else
161             System.out.println("File is not available");
162     }
163     catch(Exception Ex)
164     {
165         System.out.println(errorMessage);
166     }
167 }
168
169 }
170
```

#### Output: If File Exists

---

```
Enter Your Choice
4
Enter the final name to be searched:
Sample Text File 1
File is available
```

---

```
Welcome To LockedMe.Com Application
```

---

- 1. Display all existing files
  - 2. Create a new file
  - 3. Delete an existing file
  - 4. Search an existing file
  - 5. Exit
- 

```
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```

---

```
Enter Your Choice
```

**Output: If File do not Exists**

---

```
Enter Your Choice
4
Enter the final name to be searched:
Sample Text File 5
File is not available
```

---

```
Welcome To LockedMe.Com Application
```

---

1. Display all existing files
  2. Create a new file
  3. Delete an existing file
  4. Search an existing file
  5. Exit
- 

```
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```

---

```
Enter Your Choice
```

---

**Output: Exit the Application.**

---

```
Welcome To LockedMe.Com Application
```

---

1. Display all existing files
  2. Create a new file
  3. Delete an existing file
  4. Search an existing file
  5. Exit
- 

```
Developed by :- Dinesh Samai
```

---

```
Enter Your Choice
```

```
5
```