

Company Lockers Pvt. Ltd.

Product LockedMe.com

Prototype of the Application

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GitHub : <https://github.com/Instantgaming2356/JAVAFSD-Project01>

The prototype of the application is operated as a CLI (Command Line Program) without GUI. Its usage is to do file operations such as create new files along with content, delete a file or search a file from a specified directory and list them afterward in sorting order.

The implementation is done with the help of Java 8 and IDE IntelliJ.

## **Sprint Planning**

The Implementation is done in two sprints which are mentioned below:

Sprint 1:

- Clarify the specification and requirements.
- Implement view content mechanism.
- Implement list of all files in sorted order.
- Implement functionality to close the program safely.

Sprint 2:

- Implement functionality to add create files along the content.
- Implement functionality to delete a file if it is present in that user specified directory.
- Implement functionality to search a file in the same directory.
- Documentation

## Documentation of the functionality:

Here is the different Options that user can choose to perform certain file operation of the program.

### Welcome Screen

This is the first screen that user will interact.

```
***LOCKEDME.COM***
->Developed By Anurag Sharma
=====

Directory : src/Storage/

Main Menu
1. Show Files
2. Show File Options Menu
3. Quit
Enter the choice :
```

### List all files

This option will let user to see list of files in the specified directory in sorted order.

```
Main Menu
1. Show Files
2. Show File Options Menu
3. Quit
Enter the choice : 1
B.txt
Demo.txt
Sample.txt
```

## File Operations

This option will let user to provide several file operations with.

```
Main Menu
1. Show Files
2. Show File Options Menu
3. Quit
Enter the choice : 2

File Options Menu
1. Add A File
2. Delete A File
3. Search A File
4. Return to Menu
Enter the choice :
```

### Create a file

This will allow user to create a file along with content inside it.

```
File Options Menu
1. Add A File
2. Delete A File
3. Search A File
4. Return to Menu
Enter the choice : 1
Adding File...
Please Enter the file name with extension to Create : Test1.txt
File Created!!!
Do You Want to add Content
Y
Enter the New Content : Hi Simpillearn
Data is successfully added to the file.
```

### Delete a file

This will allow user to delete a file if it is present otherwise it will send a appropriate message.

```
File Options Menu
1. Add A File
2. Delete A File
3. Search A File
4. Return to Menu
Enter the choice : 2
Deleting File...
Please Enter the file name with extension to Delete : B.txt
File Deleted!!!
```

## Search a file

This will allow user to input a file name along with extension to begin the search procedure and give back the appropriate result.

```
File Options Menu
1. Add A File
2. Delete A File
3. Search A File
4. Return to Menu
Enter the choice : 3
Searching the file...
Please Enter the Filename:
Test1.txt
You are searching for a file named: Test1.txt
Found Test1.txt
```

## Quit

This will allow user to exit from the program safely.

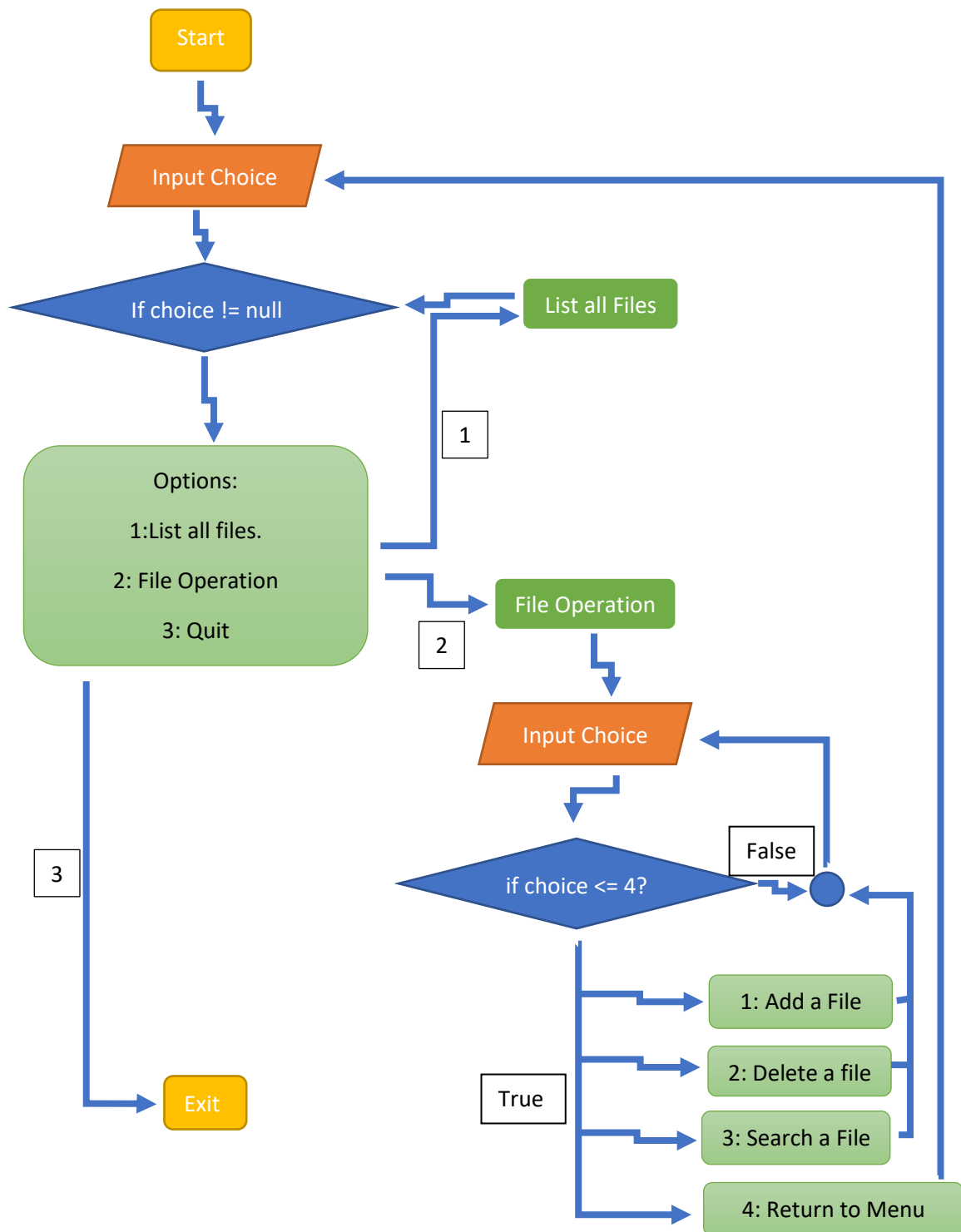
```
File Options Menu
1. Add A File
2. Delete A File
3. Search A File
4. Return to Menu
Enter the choice : 4

Main Menu
1. Show Files
2. Show File Options Menu
3. Quit
Enter the choice : 3

Thank You!!!

Process finished with exit code 0
```

## Flow Diagram



- ❖ Core Concepts used in this project are mostly basic Java libraries such as Class & Objects, Packages, Interfaces, Collections, ArrayList, Access specifier, Try-catch block, File Handling Concepts, Error Exception handling, Inheritance, abstract, final, static methods.

## **Algorithm**

Step 1> Start

Step 2> input choice from the user.

Step 3> While choice != 3 then go to step 4.

Step 4> Switch(ch)

case 1: List all files in the specified directory and go back to step 2.

case 2: Go to step 5.

case 3: Go to Step 6.

default: Return back to step 2.

[End of switch case block]

[End of while loop]

Step 5> Input another choice sch from the user to perform file operations.

Step 5.1 > while loop sch != 4 then go to step 5.2.

Step 5.2> Switch(sch)

case 1: Add a file.

case 2: Delete a file.

case 3: Search a file.

case 4: Go to step 2.

default: Return back to step 5.

[End of switch case block]

[End of while loop]

Step 6> End the program.

Step 7> Stop

## **Conclusion**

1: The prototype is robust and platform independent.

2: User can easily use the prototype and safely exit out of it.

3: The prototype has a good interface with CLI (Command Line Interface).

4: As a developer, we can enhance it by introducing several new features such as appending in a file or overwriting a file and the file details for which user selected.

5: This prototype though is robust but user can only interact it with terminal or CLI so we can develop a good GUI interface for more better user-friendly.

6: This prototype can also be implemented with multithreading to enable better performance.

7: And lastly, this prototype can be upgraded by implementing with authentication, validators, and securities patches to make it more versatile and secure in both local environment and global.