LockedMe.com
(Project Source Code)

Version History:

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Purpose	Source Code of the application
Date	20th June 2022
Version	1.0

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1. Project GitHub Link

Repository Name	LockedMe
GitHub Link	https://github.com/Jaydeep-K-Mandal/LockedMe

2. Folder Structure
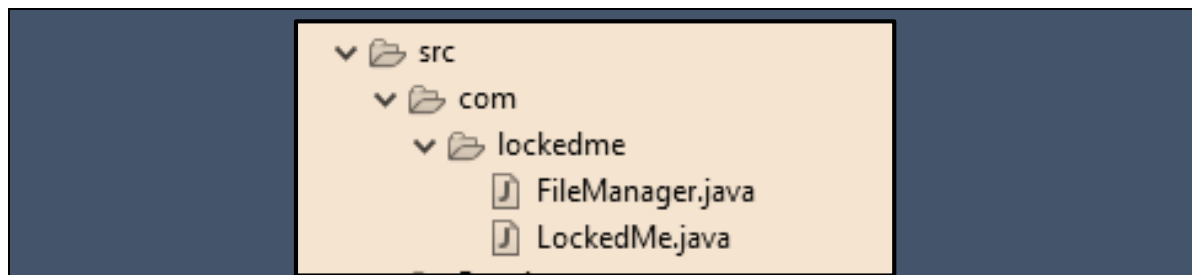
3. FileManager.java

```java
package com.lockedme;

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

public class FileManager
{
    /**
     * This method will return the file names from the folder
     * @param folderpath
     * @return ArrayList
     */
    public static List<String> getAllFiles(String folderpath)
    {
        //Creating file object
        File folder = new File(folderpath);

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

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

        //Getting file names from array of files
        for(File f : listOfFiles)
            fileNames.add(f.getName());

        //return the list of file names
        return fileNames;
    }

    /**
     * This method will create and append content to the file specified
     * @param folderpath
     * @param fileName
     * @param content
     * @return boolean
     */
    public static boolean createAndWriteToFile(String folderpath, String
fileName, List<String> content)
    {
        try
        {
            //Creating file and file writer object
            File file = new File(folderpath, fileName);
            FileWriter fwrite = new FileWriter(file);

            //Writing to file
            for(String s : content)
                fwrite.write(s+"\n");

            fwrite.close();
            return true;
```

```java
        }
        catch(Exception ex)
        {
            return false;
        }
    }

    /**
     * This method will delete the file name specified if exists
     * @param folderpath
     * @param fileName
     * @return boolean
     */
    public static boolean deleteFile(String folderpath, String fileName)
    {
        //Creating file object
        File file = new File(folderpath+"\\"+fileName);
        try
        {
            //Deleting file
            if(file.delete())
                return true;
            else
                return false;
        }
        catch(Exception ex)
        {
            return false;
        }
    }

    /**
     * This method will search the file from the folder
     * @param folderpath
     * @param fileName
     * @return boolean
     */
    public static boolean searchFile(String folderpath, String fileName)
    {
        //Creating file object
        File file = new File(folderpath+"\\"+fileName);

        //Search condition
        if(file.exists())
            return true;
        else
            return false;
    }

}
```

4. LockedMe.java

```java
package com.lockedme;

import java.util.ArrayList;
import java.util.Collections;

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

public class LockedMe
{
    private static Scanner scan = new Scanner(System.in);

    private static final String FOLDERPATH = "C:\\Users\\Jay
Deep\\Desktop\\Cohort2\\Eclipse\\src\\com\\lockedme";

    public static void main(String[] args)
    {
        //Variable declaration
        int proceed = 1;
        int choice = 0;

        do
        {
            welcomeScreen();

            try
            {
            //Read choice from user
            System.out.println("Please enter your choice:");
            choice = Integer.parseInt(scan.nextLine());
            }
            catch(Exception e)
            {
                System.out.println("Please enter valid choice between
integer 1 to 5.\n");

                continue;
            }

            switch(choice)
            {
                case 1 : getAllFileNames();
                            break;
                case 2 : addFile();
                            break;
                case 3 : deleteFile();
                            break;
                case 4 : searchFile();
                            break;
                case 5 : System.out.println("Thank you for using the
application.");

                            System.exit(0);
                            break;
                default : System.out.println("Invalid Option. Please
enter correct choice between 1 to 5.");
            }
```

```java
        }while(proceed != 0);
}

public static void welcomeScreen()
{

System.out.println("*********************************************");
        System.out.println("\t\t     LockedMe.com");
        System.out.println("\t\t Jaydeep Kumar Mandal");

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

        System.out.println("1. Display all the 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\n");


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

public static void getAllFileNames()
{
        //Variable declaration
        List<String> fileNames = FileManager.getAllFiles(FOLDERPATH);

        //Edge condition
        if(fileNames.size() == 0)
                System.out.println("No files in the directory.\n");
        else
                System.out.println("Below is the file list:\n");

        //Sorting file names in ascending order
        Collections.sort(fileNames);

        //Print output to console
        for(String fileName : fileNames)
                System.out.println(fileName);
        System.out.println();
}

public static void addFile()
{
        //Variable declaration
        String fileName;
        int linesCount=0;
        boolean isAdded;
        List<String> content = new ArrayList<String>();

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

        try
        {
                //Read number of lines from user
                System.out.println("Enter number of lines:");
                linesCount = Integer.parseInt(scan.nextLine());
```

```java
                }
                catch(Exception ex)
                {
                        System.out.println("Please enter only integer values. To add
content to the file.\n");
                        isAdded=false;
                }

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

                //Save content to file
                isAdded = FileManager.createAndWriteToFile(FOLDERPATH, fileName,
content);

                //Print output to console
                if(isAdded)
                        System.out.println("File added successfully.\n");
                else
                        System.out.println("Error occured. Please try again.\n");
        }

        public static void deleteFile()
        {
                //Variable declaration
                String fileName;
                boolean isDeleted;

                //Read file name from user
                System.out.println("Enter file name to be deleted: ");
                fileName = scan.nextLine();

                //Check for deletion
                isDeleted = FileManager.deleteFile(FOLDERPATH, fileName);

                //Print output to console
                if(isDeleted)
                        System.out.println("File deleted successfully.\n");
                else
                        System.out.println("File not found or some access
issue.\n");
        }

        public static void searchFile()
        {
                //Variable declaration
                String fileName;
                boolean isFound;

                //Read file name from user
                System.out.println("Enter file name to be searched: ");
                fileName = scan.nextLine();

                //Check for search result
                isFound = FileManager.searchFile(FOLDERPATH, fileName);
```

```java
            //Print output to console
            if(isFound)
                    System.out.println("File is present in the directory.\n");
            else
                    System.out.println("File is not present in the
directory.\n");
        }
}
```