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| LockedMe  Project Specifications and Sprint works |

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| Purpose | Screenshot of the Application |
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| Version | 1.0 |

# **Modules in the Project**

1. Display all Files
2. Add a file
3. Delete a file
4. Search a file

# **Sprint Work**

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| --- | --- |
| Sprint Number | Modules |
| 1 | Display All Files  Add a new File |
| 2 | Delete a file  Search a file  Testing  Deployment (Creating a jar file) |

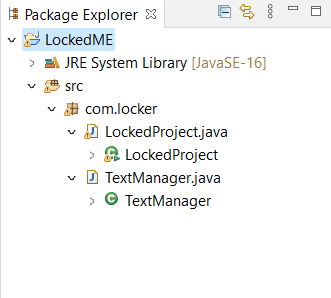
Java Technologies used:

* Exception Handling.
* Working with Files
* Naming Standards
* Modularity
* Oops
* Collections
* Control Structure
* Data Structures

Project link in GitHub:

**Project Code:**

**Folder Structure:**



**LockedMe code :**

**package** com.locker;

**import** java.util.ArrayList;

**import** java.util.List;

**import** java.util.Scanner;

**public** **class** LockedProject

{

**static** **final** String ***folderpath***="E:\\MyPhaseProject1\\Files";

**public** **static** **void** main(String[] args)

{

**int** proceed =1;

**do** {

//Variable declaration

**int** ch;

//Display Menu

ch=*displayMenu*();

**switch**(ch)

{

**case** 1 : *getAllFiles*();

**break**;

**case** 2 : *createFiles*();

**break**;

**case** 3 : *deleteFile*();

**break**;

**case** 4 : *searchFile*();

**break**;

**case** 5 : System.*exit*(0);

**break**;

**default** : System.***out***.println("Invalid Option");

}

}**while** (proceed>0);

}

**public** **static** **int** displayMenu()

{

Scanner obj = **new** Scanner(System.***in***);

//Menu

**int** ch;

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

System.***out***.println("\tWelcome to LockedME");

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

System.***out***.println("1. Display all files");

System.***out***.println("2. Add a new file");

System.***out***.println("3. Delete a file");

System.***out***.println("4. Search a file");

System.***out***.println("5. Exit");

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

System.***out***.println("Enter your choice : ");

ch=Integer.*parseInt*(obj.nextLine());

//obj.close();

**return** ch;

}

/\*\*

\* This Method is used to get all files from the folder path

\*/

**public** **static** **void** getAllFiles()

{

// Get file name

List<String> fileNames = TextManager.*getAllFiles*(***folderpath***);

**for**(String f:fileNames)

System.***out***.println(f);

}

/\*\*

\* This Method is used to add a file

\*/

**public** **static** **void** createFiles()

{

//Add file Code

//Variable declration

Scanner obj = **new** Scanner(System.***in***);

String fileName;

**int** linesCount;

List<String> content = **new** ArrayList<String>();

//Read file name from user

System.***out***.println("Enter file Name : ");

fileName=obj.nextLine();

//Read number of lines from user

System.***out***.println("Enter how many lines in the file :");

linesCount=Integer.*parseInt*(obj.nextLine());

//Read Lines from user

**for**(**int** i=1;i<=linesCount;i++)

{

System.***out***.println("Enter line "+i+":");

content.add(obj.nextLine());

}

//save the content into the file

**boolean** isSaved = TextManager.*createFiles*(***folderpath***, fileName, content);

**if**(isSaved)

System.***out***.println("File and data saved succesfully");

**else**

System.***out***.println("Some error occured, Please contact admin@zadesrujan");

//close Scanner object

//obj.close();

}

/\*\*

\* This Method is used to delete a file

\*/

**public** **static** **void** deleteFile()

{

//Delete a file

//Code for deleting a file

String fileName;

Scanner obj = **new** Scanner(System.***in***);

System.***out***.println("Enter file name to be deleted : ");

fileName=obj.nextLine();

**boolean** isDeleted = TextManager.*deleteFile*(***folderpath***, fileName);

**if**(isDeleted)

System.***out***.println("File deleted Successflly");

**else**

System.***out***.println("Either file not there or some access issued");

}

/\*\*

\* This Method is used to search a file

\*/

**public** **static** **void** searchFile()

{

//Search a file

//Code for searching a file

String fileName;

Scanner obj = **new** Scanner(System.***in***);

System.***out***.println("Enter file name to be searched : ");

fileName=obj.nextLine();

**boolean** isSearch = TextManager.*searchFile*(***folderpath***, fileName);

**if**(isSearch)

System.***out***.println("File detected Successflly");

**else**

System.***out***.println("File not detected");

}

}

**TextManager Code :**

**package** com.locker;

**import** java.io.File;

**import** java.io.FileWriter;

**import** java.util.ArrayList;

**import** java.util.List;

**public** **class** TextManager

{

/\*\*

\* This method will return the file names from the folder

\* **@param** folderpath

\* **@return** List<String>

\*/

**public** **static** List<String> getAllFiles(String folderpath)

{

//Creating File object

File fl = **new** File(folderpath);

//Getting all files into FileArray

File[] listOfFiles = fl.listFiles();

//Declare a list to store file names

List<String> fileNames = **new** ArrayList<String>();

**for** (File f:listOfFiles)

fileNames.add(f.getName());

//return list

**return** fileNames;

}

/\*\*

\* This method will create or append content into the file specified

\* **@param** folderpath

\* **@param** fileName

\* **@param** content

\* **@return** boolean

\*/

**public** **static** **boolean** createFiles(String folderpath,String fileName, List<String> content)

{

**try** {

File f1 = **new** File(folderpath, fileName);

FileWriter fw =**new** FileWriter(f1);

**for**(String s:content) {

fw.write(s+"\n");

}

fw.close();

**return** **true**;

}

**catch**(Exception Ex)

{

**return** **false**;

}

}

/\*\*

\* This Method will delete the file name if it exists

\* **@param** folderpath

\* **@param** fileName

\* **@return**

\*/

**public** **static** **boolean** deleteFile(String folderpath, String fileName)

{

//adding folderpath with filename and creating file object

File file = **new** File(folderpath+"\\"+fileName);

**try**

{

**if**(file.delete())

**return** **true**;

**else**

**return** **false**;

}

**catch**(Exception Ex)

{

**return** **false**;

}

}

/\*\*

\* This Method will search the file name if exists

\* **@param** folderpath

\* **@param** fileName

\* **@return**

\*/

**public** **static** **boolean** searchFile(String folderpath, String fileName)

{

//adding folderpath with filename and creating file object

File file = **new** File(folderpath+"\\"+fileName);

**if**(file.exists())

**return** **true**;

**else**

**return** **false**;

}

}