

LockedME.com

Sprint work and project specification

Version History

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1. Modules in the project:

- Display all files
- Create and add file
- Delete file
- Search file

2. Java Technologies used

- Naming Standards
- Objected Oriented Programming
- Modularity
- Working with files
- Exceptional Handling
- Collections
- Control Structures
- Data Structures

3. Sprint wise work

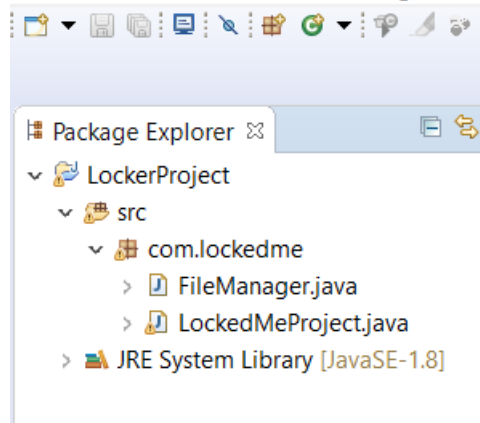
Sprint Number	Modules
1	Display all files Add new file
2	Delete file Search file
3	Testing Deployment

4. Project link in Github:

Repository Name	LockedME
Github Link	https://github.com/Meenakshi-Yadav/LockedME.git

5. Project codes:

Folder Struture



FileManager.java

```
package com.lockedme;
import java.io.File;
import java.io.FileWriter;
import java.util.*;
import java.util.stream.Collectors;

public class FileManager
{
    /**
     * 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 the files into FileArray
        File[] listOfFiles=fl.listFiles();

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

        for(File f:listOfFiles)
            fileNames.add(f.getName());

        //return the list in sorted order
        List<String> sortedList = fileNames.stream().sorted().collect(Collectors.toList());
        return sortedList;
    }
}
```

```

/**
 * This method will create or append the content into the specified file
 * @param folderpath
 * @param fileName
 * @param content
 * @return boolean
 */
public static boolean createFiles(String folderpath, String fileName, List<String> content)
{
    try
    {
        File fl= new File(folderpath, fileName);
        FileWriter fw= new FileWriter(fl);

        for(String s:content)
        {
            fw.write(s+"\n");
        }
        fw.close();
        return true;
    }
    catch(Exception Ex)
    {
        return false;
    }
}

/**
 * This method will delete the specified file
 * @param folderpath
 * @param fileName
 * @return boolean
 */
public static boolean deleteFile(String folderpath, String fileName)
{
    //adding folderpath with file name
    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 specified by the user
 * @param folderpath
 * @param fileName
 * @return boolean
 */
public static boolean searchFile(String folderpath,String fileName)
{
    //adding folderpath with file name and creating file object
    File file=new File(folderpath+"\\\\"+fileName);
    try
    {
        if(file.exists())
            return true;
        else
            return false;
    }
    catch(Exception Ex)
    {
        return false;
    }
}
}

```

LockedMeProject.java

```

package com.lockedme;
import java.util.*;
import java.util.List;

public class LockedMeProject
{
    static final String
folderpath="C:\\Users\\Lenovo\\Desktop\\SimplilearnDocs\\Phase1Project\\LockedMeFiles";
    public static void main(String[] args)
    {
        int proceed=1;
        do
        {
            displayMenu();
            //Variable declaration
            Scanner obj= new Scanner(System.in);
            int ch;

            System.out.println("Enter your choice: ");
            ch=Integer.parseInt(obj.nextLine());
            switch(ch){
                case(1):
                    getAllFiles();
                    break;
                case(2):

```

```

        createFile();
        break;
    case(3):
        deleteFile();
        break;
    case(4):
        searchFile();
        break;
    case(5):
        System.exit(0);
        break;
    default:
        System.out.println("Invalid option");
        break;
    }
}while(proceed>0);
}

public static void displayMenu()
{
    System.out.println("*****");
    System.out.println("\tWelcome to LockedME.com");
    System.out.println("*****");
    System.out.println("1.Display all 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");
    System.out.println("*****");
}

public static void getAllFiles()
{
    //get file names
    List<String> fileNames=FileManager.getAllFiles(folderpath);

    for(String f:fileNames)
    {
        System.out.println(f);
    }
}

public static void createFile()
{
    //variable declaration
    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 line from user
        for(int i=1;i<=linesCount;i++)
        {
            System.out.println("Enter line"+i+":");
            content.add(obj.nextLine());
        }

        //save the content in the file
        boolean isSaved = FileManager.createFiles(folderpath, fileName, content);

        if(isSaved)
            System.out.println("File and data saved successfully");
        else
            System.out.println("Some error occurred. Please contact the admin.");
    }
    public static void deleteFile()
    {
        //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=FileManager.deleteFile(folderpath, fileName);
        if(isDeleted)
            System.out.println("File deleted successfully");
        else
            System.out.println("Either file not present or some access issue");
    }
    public static void searchFile()
    {
        String fileName;
        Scanner obj=new Scanner(System.in);
        System.out.println("Enter file name to be searched: ");
        fileName=obj.nextLine();

        boolean isFound=FileManager.searchFile(folderpath, fileName);
        if(isFound)
            System.out.println("File is present");
        else
            System.out.println("File is not present");
    }
}

```


}