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| **LockedMe.com**  **(Project Specification And Sprint Planning)** |

# Project Details

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| Project Name | **LockedMe.com** |
| Company Name | **Lockers Pvt. Ltd** |
| Author | **Atul Mourya** |
| Version | **1.0** |
| Date | **10-08-2021** |
| Purpose | **Screenshot Of project** |

# Project GitHub Link:

git@github.com:Naruto13133/Project-Repository.git

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# Modules in project

## 1.Display Menu

## 2.Get All Files

## 3.Delete File

## 4.Search File

# Sprint Wise Work

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| --- | --- |
| Sprint Number | Modules |
| 1 | Display All FilesAdd new file |
| 2 | Delete FileSearch FileTestingDeployment(Creating jar File) |

# Project Code:

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| Folder Structure |
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| FileManager.java |
| **package** com.LockMe;  **import** java.io.File;  **import** java.io.FileWriter;  **import** java.util.ArrayList;  **import** java.util.Collections;  **import** java.util.List;  **public** **class** FileManager  {  /\*\*  \* This method return file name.  \* **@param** folderpath  \* **@return** List of String.  \*/  **public** **static** List<String> getAllFiles(String folderpath)  {  //create file object  File Fl=**new** File (folderpath);    //getting file array.  File[] listOfFiles=Fl.listFiles();    //declare list of array for name and sorting it by Collection.sort() method.  List<String> fileNames =**new** ArrayList<String>();  Collections.*sort*(fileNames);    **for**(File f:listOfFiles)  fileNames.add(f.getName());  //returnning the name if files  **return** fileNames;  }  /\*\*  \* use for writing content to file and adding a new text file.  \* **@param** folderpath  \* **@param** fileNames  \* **@param** content  \* **@return** boolean  \*/  **public** **static** **boolean** addToFolder(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**;  }  }  /\*\*  \* Use for deleting file drom specified forlder  \* **@param** folderpath  \* **@param** fileName  \* **@return** Boolean  \*/  **public** **static** **boolean** deleteFile(String folderpath, String fileName)  {  //declaring object for taking file name and path  File fd=**new** File(folderpath+"\\"+fileName);  //handling Empty File Exception  **try**  {  **if**(fd.delete())  **return** **true**;  **else**  **return** **false**;  }  **catch** (Exception Ex)  {  **return** **false**;  }  }  /\*\*  \* use this for searching the if specified file in folder  \* **@param** folderpath  \* **@param** fileName  \* **@return**  \*/  **public** **static** **boolean** searchFile(String folderpath, String fileName)  {  //declaring object same as deleteFile obj.  File fs=**new** File(folderpath+"\\"+fileName);  **if**(fs.exists())  **return** **true**;  **else**  **return** **false**;  }  } |
| LockedMeProject.java |
| **package** com.LockMe;  **import** java.util.ArrayList;  **import** java.util.List;  **import** java.util.Scanner;  **public** **class** LockedMeProject {  **static** **final** String ***folderpath***="C:\\text\_files";  **public** **static** **void** main(String[] args)  {  //VARIABLE DECLYARATION  **int** contn=1;  **do**  {    **int** i;  i=LockedMeProject.*UIMENU*();      **switch**(i) {  **case** 1:  // PRINT FILL CONTENT  LockedMeProject.*fileGet*();  **break**;  **case** 2:  // ADD FILES TO FOLDER  LockedMeProject.*fileAdd*();  **break**;  **case** 3:  // SEARCH FILE IN FOLDER  LockedMeProject.*fileSearch*();  **break**;  **case** 4:  // DELETE FILE IN FOLDER  LockedMeProject.*fileDelete*();  **break**;  **case** 5:  //STOPPING EXICUTION  System.*exit*(0);    **break**;    **default**:  // FOR INVALID INPUT  System.***out***.println("INVALID INPUT:");    }  }**while**(contn>0);  }    //declaring methods for performing different operation  **public** **static** **int** UIMENU()  {  **int** ch;  //USER INTERFACE  System.***out***.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");  System.***out***.println("\t\tCompany lockers private limited\t\t");  System.***out***.println("1.DISPLAY ALL FILES");  System.***out***.println("2.ADD OR CREATE FILE");  System.***out***.println("3.SEARCH A FILE");  System.***out***.println("4.DELETE FILE");  System.***out***.println("5.EXIT");  System.***out***.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");  System.***out***.println("ENTER YOUR CHOICE");  Scanner sc=**new** Scanner(System.***in***);  ch=Integer.*parseInt*(sc.nextLine());  //sc.close();  **return** ch;  }  **public** **static** **void** fileGet()  {  //calling method for getting file name from it.  List<String> fileNames=FileManager.*getAllFiles*(***folderpath***);  //printing arraylist of name  **for**(String f:fileNames)  System.***out***.println(f);  }  **public** **static** **void** fileAdd()  {  //declaring var  Scanner obj=**new** Scanner(System.***in***);  String fileName;  **int** lineCount;  List<String> content= **new** ArrayList<String>();  //input for name from user  System.***out***.println("Enter File Name:");  fileName=obj.nextLine();    // taking number of line from user    System.***out***.println("Enter Number of lines to be added:");  lineCount=Integer.*parseInt*(obj.nextLine());  //looping for taking input line by line from user  **for**(**int** i=1;i<=lineCount;i++)  {  System.***out***.println("Enter Line:"+i);  content.add(obj.nextLine());  }  //save content to the file  **boolean** isSave=FileManager.*addToFolder*(***folderpath***,fileName,content);  **if**(isSave)  System.***out***.println("File is saved .");  **else**  System.***out***.println("File is NOT saved.");  //clossing scanner;  //obj.close();  }  **public** **static** **void** fileDelete()  {  //declaring variable  String fileName;  Scanner obj=**new** Scanner(System.***in***);  System.***out***.println("Enter the file name to be deleted:");  fileName=obj.nextLine();  //obj.close();  //Calling deleteFile method for deleting .  **boolean** Deleted=FileManager.*deleteFile*(***folderpath***,fileName);    **if**(Deleted)  System.***out***.println("Deleted.");  **else**  System.***out***.println("Not Deleted");  }  **public** **static** **void** fileSearch()  {  //declaring variable  String fileName;  Scanner obj=**new** Scanner(System.***in***);  System.***out***.println("Enter the file name to be Searched:");  fileName=obj.nextLine();  //obj.close();  //Calling searchFile method method for searching .  **boolean** found=FileManager.*searchFile*(***folderpath***,fileName);  **if**(found)  System.***out***.println("It is inside:"+ ***folderpath***);  **else**  System.***out***.println("Something Went Wrong.");  }  } |
| LockMe.jar |
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| Java Technology Used |
| 1.oops concepts  2.Type Casting  3.Data Structure (ArrayList)  4.Abstraction  5.File handling  6.control Structure  7.Exception handling  8.collection  9.Inbuid Sorting method  10.Namming Standard  11.For Sorting we are using **sort** method (From Collection Class)  12.CMD  13.Jar File  14.Calling Method By reference & call by Value. |