LockedMe.com
(Sprint work and Project Specification)

Version History:

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Purpose	Scrum details and specifications of the application
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Version	1.0

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5. Search a file.

2. Sprint wise work

Sprint number	**Modules**
1	Display all the files Add a new file
2	Delete a file Search a file
3	Close application Testing Deployment(Creating a jar file)

Display all the files: This module will return all the file names present in the directory.

Add a new file: This module will create and append content to the file.

Delete a file: This module will delete the file name specified if exists.

Search a file: This module will search the file from the folder.

3. Project GitHub Link

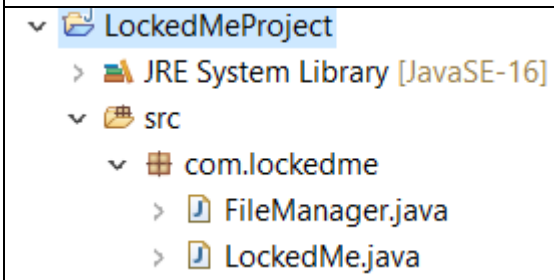
Repository Name	LockedMe
GitHub Link	https://github.com/Niks4u2/LockedMe

4. Cored Java Concepts Used

- Working with files
- Naming Standards
- Modularity
- Object Oriented Programming
- Collections
- Control structures
- Data Structures

5. Project Code

Folder Structure



FileManager.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;
                }
                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;
        }

}
```

LockedMe.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\\golun\\Desktop\\MyPhaseOneProject\\LockedMeFiles";

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

		do
		{
			welcomeScreen();

			//Read choice from user
			System.out.println("Please enter your choice:");
			choice = Integer.parseInt(scan.nextLine());

			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.");
			}

		}while(proceed != 0);
	}

	public static void welcomeScreen()
	{
		System.out.println("*******************************************");
		System.out.println("\t\tLockedMe.com");
		System.out.println("\t\t Nikhil Jain");
		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());
                }
                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);

                //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");
        }
}
```