Lockedme.com
(Sprint work and project specification)

Version History:

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Purpose	Sprint details and project specification
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Contents

1. Modules in the project:

1. Display all files
2. Add file
3. Delete file
4. Search file
5. Exit

2. Java technologies used:

1. Object oriented programing
2. File handling
3. Naming Standards
4. Exception Handling
5. Modularity
6. Collections
7. Data Structures
8. Control structures

3. Sprint wise work:

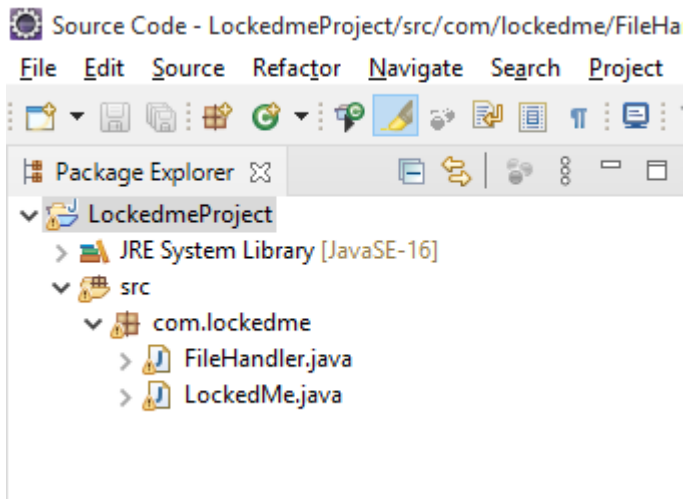
Sprint number	Modules
1	Display all files: Display all files present in the folder. Add new files: Creating new file and adding new content to the file.
2	Delete file: Checks whether file exists in the folder and deletes it. Search file: Searches if file is present or not. Testing: Checking if all the functions are working properly or not. Deployment: Creating jar file

4. Project GITHUB Link

Repository Name:-
GITHUB link:-

5. Project Code:

1. Folder Structure:-



2. Filehandler.java:-

```
package com.lockedme;

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

public class FileHandler
{
	public static List<String> getAllFiles(String folderpath)
	{
		File f1 = new File(folderpath);
		File[] listOfFiles= f1.listFiles();
		List<String> fileNames= new ArrayList<String>();

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

		return fileNames;

	}
```

```
	/**
	 * This file will create or append the content into the file.
	 * @param folderpath
	 * @param fileName
	 * @param content
	 * @return boolean
	 */
	public static boolean createFile(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)
		{
			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 from folder.
         * @param folderpath
         * @param fileName
         * @return
         */
        public static boolean searchFile(String folderpath,String
fileName)
        {
                File file= new File (folderpath+"\\"+fileName);
                if(file.exists())
                        return true;
                else
                        return false;

        }
}
```

3. LockedMe.java:-

```
package com.lockedme;

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

public class LockedMe
{
      static final String folderpath="A:\\OMKAR\\java\\Project Files";
      public static void main(String[] args)
      {
            int proceed=1;
            do
            {
                  //Variable Declaration
                  Scanner obj=new Scanner(System.in);
                  int ch;

                  //Menu
                  displayMenu();
                  System.out.println("Enter Your choice:");
                  ch=Integer.parseInt(obj.nextLine());

                  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");
                                    break;

                }

            }while(proceed>0);




      }

      public static void displayMenu()
      {
            //Displaying Menu

      System.out.println("************************************************"
);
            System.out.println("\t\tLockedMe.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=FileHandler.getAllFiles(folderpath);
```

```
            if(fileNames.size()==0)
                  System.out.println("Empty Folder");
            else
            {
                  System.out.println("List of Files:");
                  for(String f:fileNames)
                        System.out.println(f);
            }
      }


      public static void createFiles()
      {
            // Variable Declaration
            Scanner obj=new Scanner(System.in);
            String fileName;
            int linesCount;
            List<String> content = new ArrayList<String>();

            //Read filename from user
            System.out.println("Enter file Name:");
            fileName=obj.nextLine();

            //Read number of lines from user
            System.out.println("Enter no of lines in 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 content to the file
            boolean isSaved= FileHandler.createFile(folderpath, fileName,
content);

            if(isSaved)
                  System.out.println("File and data saved succesfully.");
            else
                  System.out.println("Some error occured. Please contact
admin");

      }

      public static void deleteFile()
      {
            // Code for deleting the file
```

```
            String fileName;
            Scanner obj=new Scanner(System.in);
            System.out.println("Enter filename to be deleted:");
            fileName=obj.nextLine();

            boolean isDeleted= FileHandler.deleteFile(folderpath,
fileName);
            if(isDeleted)
                  System.out.println("File deleted Succesfully....!");
            else
                  System.out.println("File not found.");
      }

      public static void searchFile()
      {
            // Code for searching the file
            String fileName;
            Scanner obj=new Scanner(System.in);
            System.out.println("Enter filename to be searched:");
            fileName=obj.nextLine();

            boolean isFound= FileHandler.searchFile(folderpath, fileName);
            if(isFound)
                  System.out.println("File is present in the folder....!");
            else
                  System.out.println("File not found.");
      }

}
```