

Lockedme.com
(Sprint work and project specification)

Version History:

Author	Omkar Milind Londhe
Purpose	Sprint details and project specification
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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 programming
2. File handling
3. Naming Standards
4. Exception Handling
5. Modularity
6. Collections
7. Data Structures
8. Control structures

3. Sprint wise work:

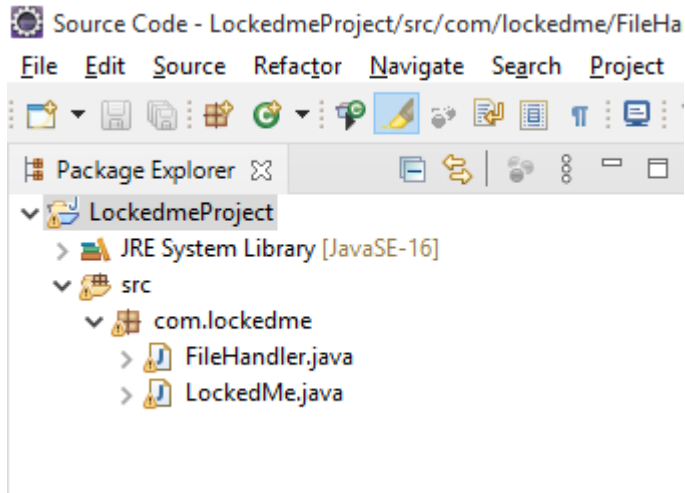
Sprint number	Modules
1	Display all files: Display all files present in the folder. Add new files: Creating new file and adding new content to the file.
2	Delete file: Checks whether file exists in the folder and deletes it. Search file: Searches if file is present or not. Testing: Checking if all the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

4. Project GITHUB Link

Repository Name:-
LockedMeProject
GITHUB link:-
https://github.com/Omkar236/LockedMeProject.git

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.");
    }
}

```