Project Writeup

Virtual Keys Repository Application Prototype

End of Phase 1- OOPS Using Java Data Structures

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Full Stack Java Developer Master's Program

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Phase 1 Overview

The main objectives of Phase 1 of the Simplilearn Full Stack Java Development program were

- to gain an understanding of core concepts of the Java Programming Language (abstraction, polymorphism, inheritance, and encapsulation),
- embrace the Eclipse Integrated Development Environment (IDE),
- understand the Agile software development life cycle, and
- gain familiarity with Java data structures for object-oriented applications.

Phase 1 ended with a culminating project to demonstrate application of the concepts. The purpose of this paper is to document the project in detail.

Problem Statement

Lockers Pvt. Ltd. aims to digitize their product catalog. For the first phase of the project, they wish to develop a prototype of the application. The prototype of the application will be then presented to the relevant stakeholders for the budget approval, with the goal of delivering a high-end quality product as early as possible.

Lockers Pvt. Ltd. would like a presentation on the following topics in the next 15 working days (3 weeks):

- Specification document - Product's capabilities, appearance, and user interactions
- Number and duration of sprints required
- Setting up Git and GitHub account to store and track your enhancements of the prototype
- Java concepts being used in the project
- Data Structures where sorting and searching techniques are used
- Generic features and three operations:
    - Retrieving the file names in an ascending order
    - Business-level operations:
        - Option to add a user specified file to the application
        - Option to delete a user specified file from the application
        - Option to search a user specified file from the application
        - Navigation option to close the current execution context and return to the main context
- Option to close the application

Agile Project Management

This section will cover the project management details surrounding the software development life cycle for the virtual keys repository application prototype. **Error! Reference source not found.** provides an overview of the project and high-level software project management milestones.

Project Overview	
Client	Lockers Pvt. Ltd.
Consultant	Nia Kelley Jester Full Stack Java Developer
Application Name	LockedMe.com
Application Phase	Prototype
Phase 1 Project Deliverable	Console-based virtual keys repository Application intended for Budget Approval
Planning Project Management	
Project Duration	3 Weeks (15 working days)
Number of Sprints	3
Planned Sprint Duration	1 Week (5 working days)
Total Number of Product Backlog Items	14

Application User Roles

Error! Reference source not found. captures the roles for targeted software for the LockedMe.com virtual keys repository application prototype.

Role	Description	Software Version
General User	The General User will use the prototype application for file handling.	Initial Release
Admin	The Admin will use the protype application for maintaining users and setting user directory & file permissions.	Future Release

Project Planning Details

Error! Reference source not found. captures the project planning management overview for the virtual keys repository application prototype.

Sprint Number	Sprint Duration	Planned Start Date	Planned Finish Date	Product Backlog Items
1	1 Week	Monday, June 6, 2022	Friday, June 10, 2022	1.1 – Welcome Screen List (1.1.1, 1.1.2, 1.1.3)

				1.2 – Main Menu Options List (1.2.1, 1.2.2, 1.2.3)
				1.2.2 – Business Level Menu Options List
				1.2.2.4 – Business Level Option to go back to main menu
2	1 Week	6/13/2022	Friday, June 17, 2022	File Retrieval Options & Sorting Implementation (1.2.1.1, 1.2.1.2)
				File Addition Implementation (1.2.2.1)
3	1 Week	6/20/2022	Friday, June 24, 2022	File Deletion Implementation (1.2.2.2)
				File Search Implementation (1.2.2.3)

Product Backlog/User Stories

Error! Reference source not found. captures the User Stories created to implement the software feature.

Product Backlog ID	Role	Backlog Item (User Story)	Story Points	Assigned Sprint
1.1	General User	The LockedMe.com application will present the General User with a **Welcome screen** on the console.	Small	1
1.1.1	General User	The Welcome screen should clearly identify the application name on the console.	Small	1
1.1.2	General User	The Welcome screen should identify the developer's name and role on the console.	Small	1
1.1.3	General User	The application should provide the user with an option to proceed to the next menu.	Small	1
1.2	General User	The application should present a numerical menu of 3 user level interactions on the console. This will be the considered the **main menu** for the application.	Small	1
1.2.1	General User	The first main menu option should retrieve the current file names in an ascending order.	Small	1
1.2.1.1	General User	Ask the General User to specify the target directory. Once specified, the target directory cannot be changed.	Medium	2
1.2.1.2	General User	Sort the files in ascending order and display the resultant list on the console.	Medium	2

	1.2.2	General User	The second main menu option should provide **business level operations menu** with 4 options.	Small	1
	1.2.2.1	General User	The first business level operation is to a add new file in the target directory. The case sensitivity can be ignored for the file names.	Medium	2
	1.2.2.2	General User	The second business level operation is to delete a file from the target directory. • The delete functionality should incorporate case sensitivity on the file name to ensure that the right file is deleted from the directory listing. • Once the file is found, ask the User for confirmation prior to file deletion. • Provide an appropriate message once the file has been deleted. • Return a message to the console if the file is not found.	Medium	3
	1.2.2.3	General User	The third business level operation is to search for a user-specified file in the target directory. • The search functionality should incorporate case sensitivity on the file name to ensure that the right file is retrieved from the directory listing. • Provide appropriate messages for successful operation. • Provide appropriate message for unsuccessful operations.	Medium	3
	1.2.2.4	General User	The fourth business level operation is to provide the option to go back to the main menu.	Small	1
	1.2.3	General User	The third main menu option should trigger an application close/exit operation.	Small	1

Implemented Java Concepts

This section will highlight the Java concepts used to create the virtual keys repository application prototype.

Packages

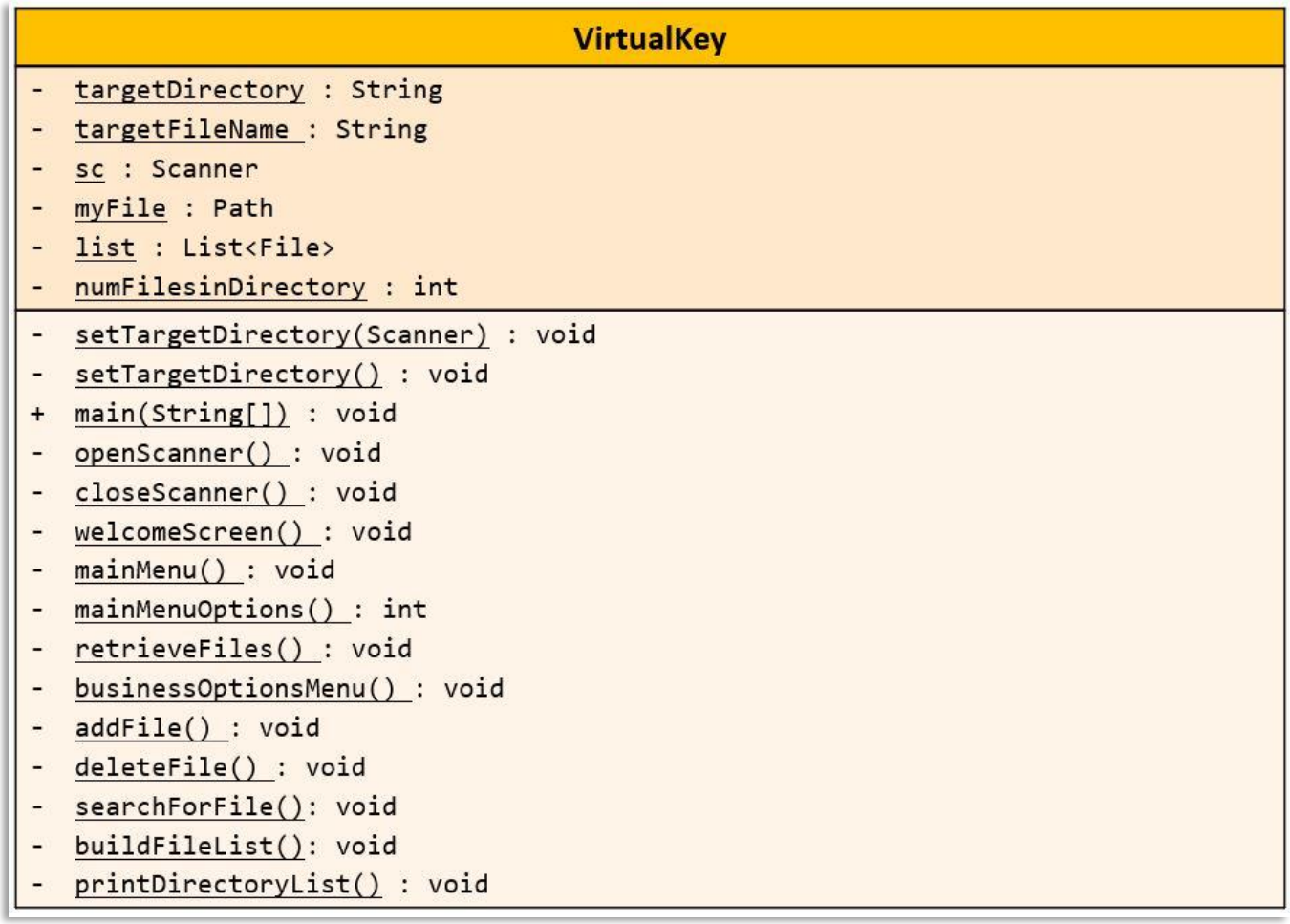
I chose to create a package dedicated to the practice problems for the Simplilearn program –

`com.simplilearn.project.virtualkey`

Classes, Objects, & Methods

Figure 1 captures the class diagram for the application. For this implementation, I chose to implement the program logic in the `main()` method.

Figure 1 - UML Class Diagram for LockedMe.com Application



Instance Variables

I chose to declare 6 `private` instance variables for the LockedMe.com application prototype. I chose to initialization 4 of the static variables at the same time at declaration, via a single line statements.

```
24      //class instance variables
25      private static String targetDirectory = null;
26      private static String targetFileName = null;
27      private static Scanner sc;
28      private static Path myFile;
29      private static List<File> fileList = new ArrayList<File>();
30      private static int numFilesinDirectory = 0;
```

For this version of the code, the instance variables are `private` and can only be accessed from the class. These variables are accessible to all the constructors and methods of the class. These instance variables are also `static`, which means they belong to the class. Objects created from the class cannot access them.

Since all the code for the Lockedme.com application was written in a single file, static variables can be called using the variable name only; there is no need to precede the static variable name with the class name and dot operator.

Static Initialization Block

For my first version of the code, I initialized the `static` instance variables using a `static` initialization block. This code will be executed only once when the class is loaded. However, I chose to remove the block to improve code readability. Please note that the following screenshot was only to demonstrate the static initialization block; the variable names and values were adjusted in the submitted version of the code.

```
42      //static initialization block
43      static {
44          targetDirectory = null;
45          targetFileName = null;
46          appState = "c";
47          sc = new Scanner(System.in);
48          list = Collections.emptyList();
49      }
```

Static Class Methods

I made all my user-defined methods `static` and `private` for this version of the application. As such, these methods belong to the class. I chose not to instantiate any VirtualKey objects in my code, which means that I don't have any instance methods. I didn't need or want to access any object instance variables for this implementation. The `main()` method is the only publicly available method, which is of course `static`. Since all the code for the Lockedme.com application was written in a single file, static

methods can be called using the method name only; there is no need to precede the static method name with the class name and dot operator.

Console Input and Output

Per the system requirements, the application is console based. Therefore, I used the `Scanner` class to

- Retrieve data from the console (using the `System.in` object to create a stream for the console input)
- Output messages to the console (using the `System.out` object and associated methods to output data to the console)

Given that there is so much interaction with the console, I chose to perform exception handling any time I requested console input from the user. This application really taught me when to apply exception handling in a practical sense. Previously, I understood the concept at a high level, but didn't know when to apply it. Also, I took advantage of the clues provided by the Eclipse IDE.

Control Statements

The program utilizes the following control statements to direct the desired logic:

- `while` loop – Controls the program flow by prompting the User for main menu and the business options sub-menu, performing the desired operations, and terminates when the User wishes to quite the program.
- `switch` statement – Executes the desired code statements associated with the main menu and the business level options sub-menu based on the value entered by the user.

File I/O

When the application launches, the first piece of user interaction is choosing the directory the application will use. The directory will be fixed and cannot be changed during the program. I created a "test mode" for the application, using the `C:\test` directory on my laptop. However, the User can choose to use the `C:\test` directory or provide a user-specified directory. Since the directory is console input, I implemented exception handling.

Populating the list of files in the directory

Once the target directory is set, a method called `buildFileList()` will populate the `fileList` collection for the first time. The `fileList` variable is a collection (`ArrayList`) of `File` objects.

```
29      private static List<File> fileList = new ArrayList<File>();
```

Since the `fileList` variable is a collection, I wanted to use the built-in `sort()` method provided by the Java API for Collections. That way, I could call the sort() method on an as-needed basis. Although I used a counter and `numFilesinDirectory` variables, I could have optimized my code by using the `size()` method provided by the `ArrayList`. Lastly, demonstrated understanding of `forEach` loops and Collection iterators.

I went back and forth about which packages to use for file I/O. The `java.nio.file` is recommended. However, the Java API also provides the older class in the `java.io.File` package, which also works. I wanted to use a dedicated approach, selecting one approach for all the file I/O operations. Table 1 lists the methods that I wrote for file I/O for the application prototype, and which Java package I used.

Table 1 - Java Packages Utilized for User-Defined File I/O Methods & Variables

File I/O Method	Java Package Utilized	
	`java.nio.file`	`java.io.File`
`buildFileList()`		☑
`retrieveFiles()`	☑	
`addFile()`	☑	
`deleteFile()`	☑	☑
`searchForFile()`		☑ I chose to implement this package because I was directly working on File object parsing. I wanted to use the File object methods for the canonical file names.
File I/O Variables		
`myFile : Path`	☑	

Admittedly, I am still familiarizing myself with both packages. For example, I wrote two versions of the `retrieveFiles()` method to implement the first application requirement of "retrieving the file names in an ascending order." The first version used `java.io.File` package; the second version used the `java.nio.file` package. They both work.

Previous version of `retrieveFiles()` method

```
192    private static void retrieveFiles() {
193        int count=0;
194
195        //Creating a File object for directory
196        File dir = new File(targetDirectory);
197
198        //enhanced for loop to process each element in the collection
199        for(File file : dir.listFiles()) {
200            System.out.println(file.getName()); //already sorted in ASC order
201            count++;
202        }
203        numFilesinDirectory = count;
204
205        System.out.println("There are " + numFilesinDirectory + " files in the directory.");
206
207    }//end retrieveFiles
```

Current version of `retrieveFiles()` method

```
193    private static void retrieveFiles() throws IOException {
194
195        int count=0;
196        Path dirPath = Paths.get(targetDirectory);
197
198        if(Files.exists(dirPath) && Files.isDirectory(dirPath))
199        {
200            System.out.println("Directory: " + dirPath.toAbsolutePath());
201            System.out.println("Files: ");
202            DirectoryStream<Path> dirStream = Files.newDirectoryStream(dirPath);
203            for(Path p:dirStream) {
204                if(Files.isRegularFile(p))
205                {
206                    System.out.println(p.getFileName()); //already sorted in ascending order
207                    count++;
208                }
209            }//end for
210        }//end if
211
212        numFilesinDirectory = count;
213
214        System.out.println("There are " + numFilesinDirectory + " files in the directory.");
215
216    }//end retrieveFiles
```

Program Flow Chart

Figure 2, Figure 3, and Figure 4 depict the overall program flow for the virtual keys repository application prototype.

Figure 2 - Application Flow Chart (page 1:3)

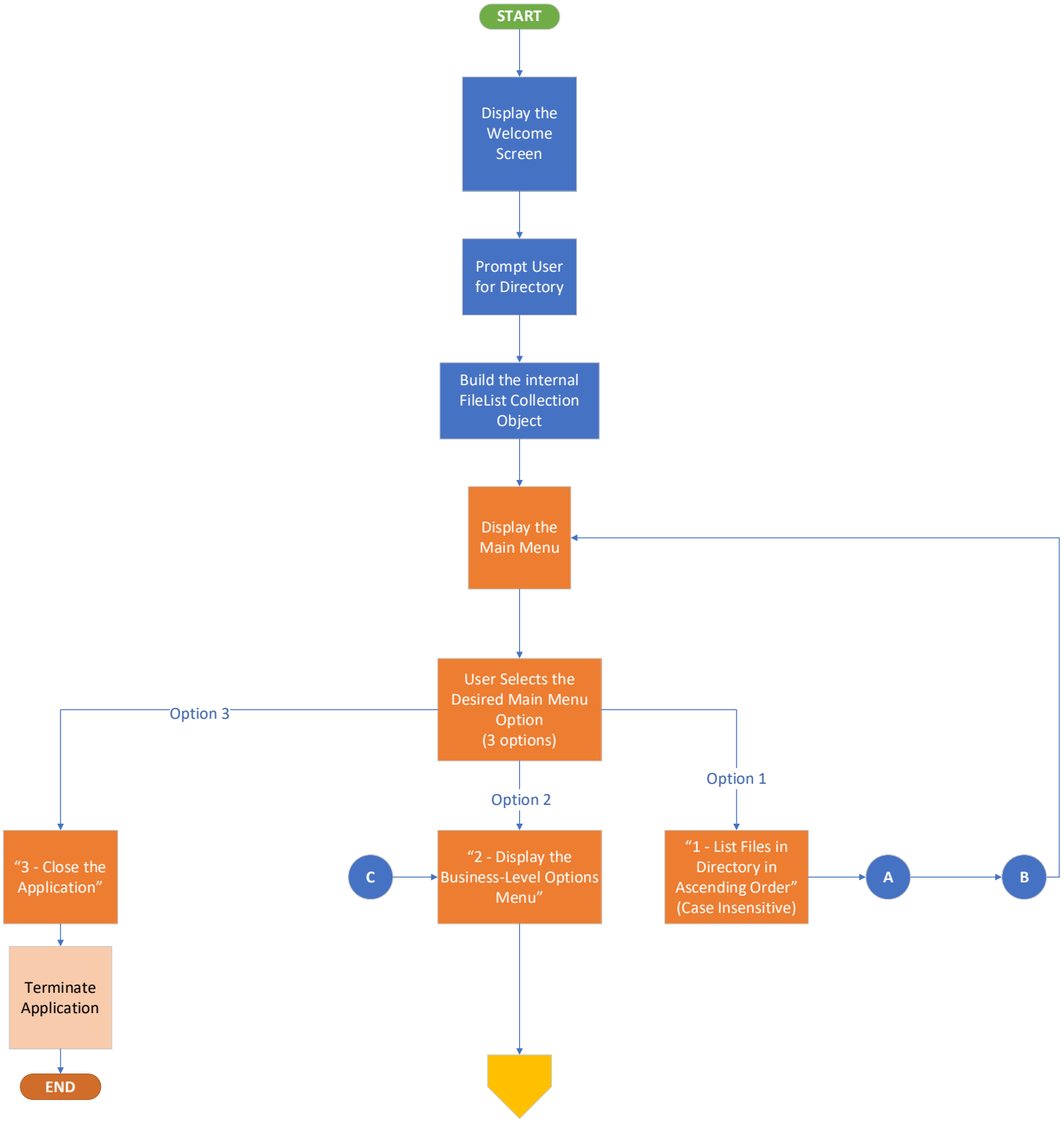


Figure 3 - Application Flow Chart (page 2:3)

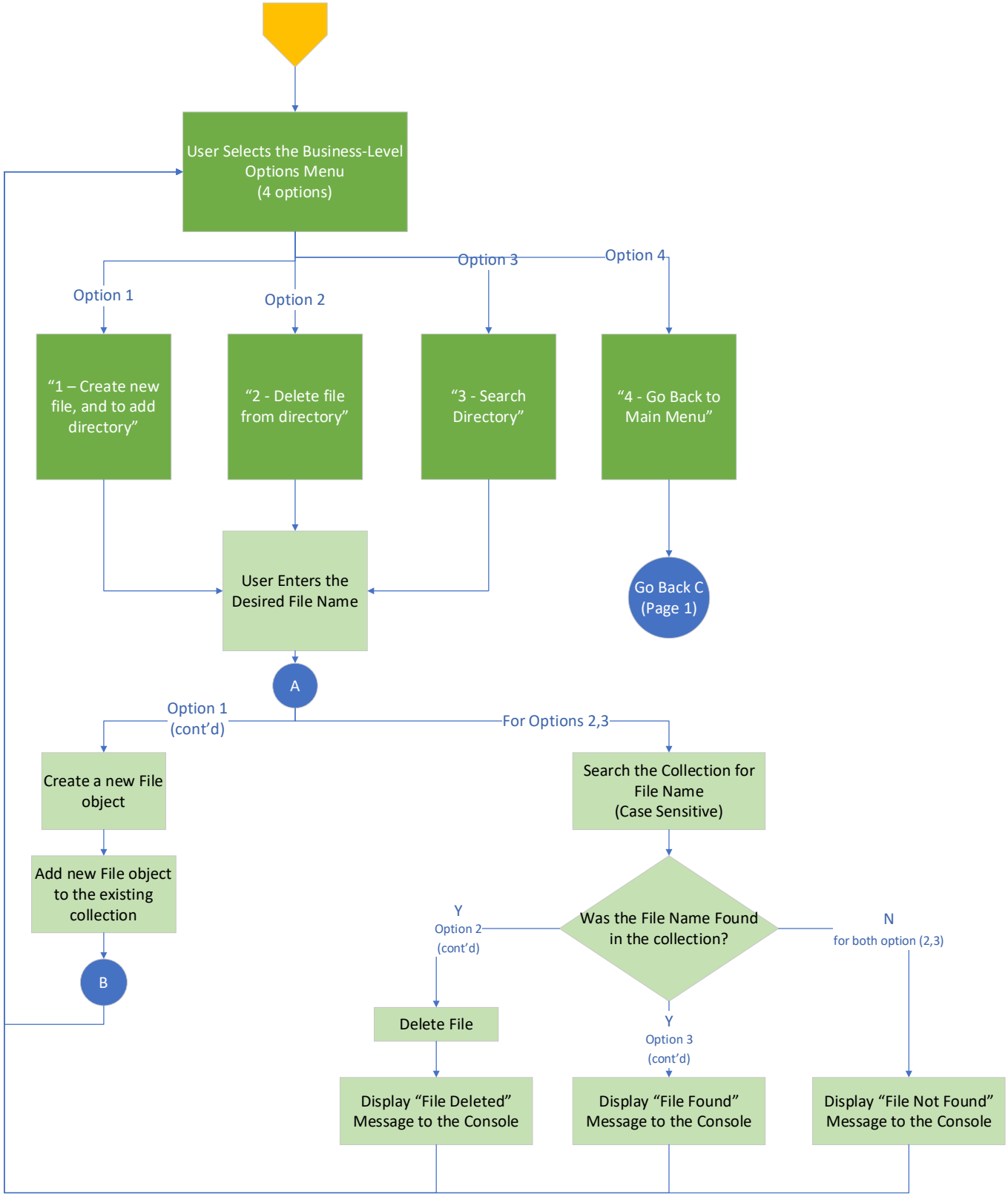
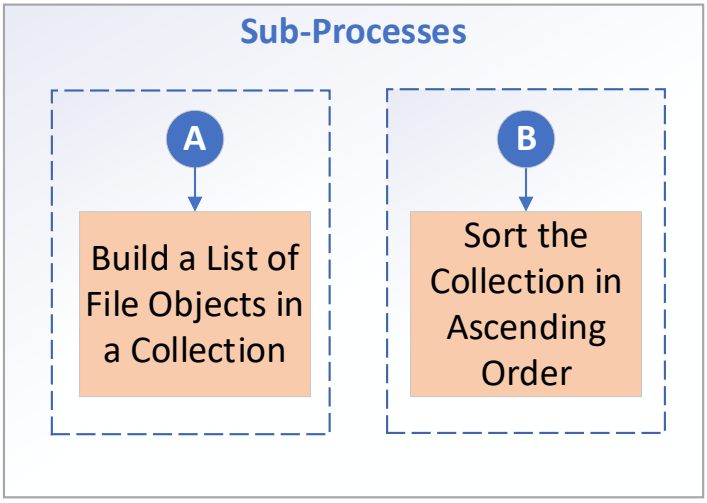


Figure 4 - Application Flow Chart (page 3:3)



Code Screenshots

Approximately 390 lines of code were written to implement the application prototype.

The source code is captured in the following 11 pictures in this document.

Picture 1- Code Screenshot (1:11)

VirtualKey.java

```
/* ****************************************
 * End-of-Phase 1 Project: Virtual Key Repository
 * Student: Nia Kelley
 * Code Finished Date: 02 July 2022
 * Code Started Date: 26 June 2022 (draft version) *
 * **************************************** */
package com.simplilearn.project.virtualkey;

import java.io.File;
import java.io.IOException;
import java.nio.file.DirectoryStream;
import java.nio.file.Files;
import java.nio.file.Path;
import java.nio.file.Paths;
import java.util.ArrayList;
import java.util.Collections;
import java.util.InputMismatchException;
import java.util.Iterator;
import java.util.List;
import java.util.Scanner;

public class VirtualKey {

    //class instance variables
    private static String targetDirectory = null;
    private static String targetFileName = null;
    private static Scanner sc;
    private static Path myFile;
    private static List<File> fileList = new ArrayList<File>();
    private static int numFilesinDirectory = 0;

    //Private Setter Methods (overloading)
    private static void setTargetDirectory(Scanner s) {
        System.out.println("Enter the target directory for LockedMe.com to use...");
        targetDirectory = s.next();
    }

    private static void setTargetDirectory() {
        targetDirectory = "C:\\test";
    }

```

Picture 2 - Code Screenshot (2:11)

```
41
42    public static void main(String[] args) {
43
44        openScanner();
45        welcomeScreen();
46        try {
47            Thread.sleep(2000); // set time delay for 2 seconds
48        } catch (InterruptedException e) {
49            e.printStackTrace();
50        }
51
52        try {
53            System.out.println("Do you want to run in TEST mode (using C:\\test) - y or n?");
54            String test = sc.next();
55
56
57            //Set the target directory
58            if(test.equalsIgnoreCase("y"))
59                setTargetDirectory();
60            else if(test.equalsIgnoreCase("n"))
61                setTargetDirectory(sc);
62            else {
63                System.out.println("Invalid directory...");
64                System.out.println("Terminating Application");
65                System.exit(1);
66            }
67        }catch(InputMismatchException e) {
68            sc.nextLine(); //clearing out the buffer
69        }catch(Exception e) {
70            e.printStackTrace();
71        }
72
73        mainMenu();
74        closeScanner();
75
76    }//end main()
```

Picture 3 - Code Screenshot (3:11)

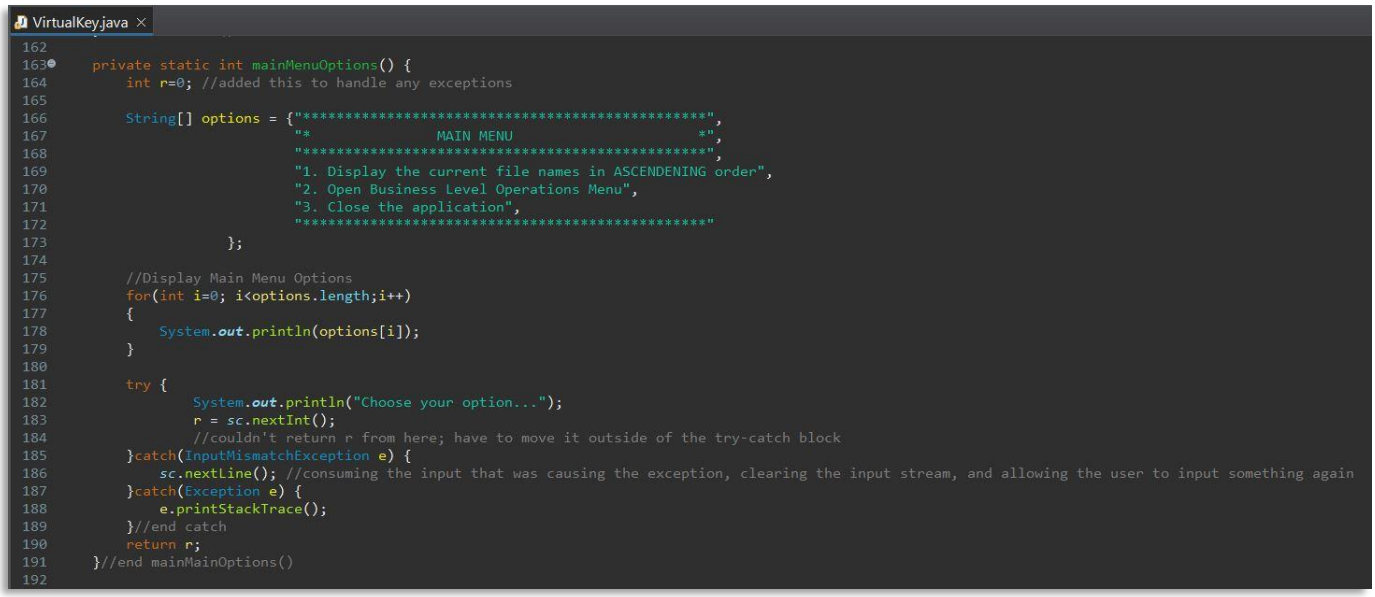
```
78    /* ********************************** *
79     *      Private Static Class Methods      *
80     * ********************************** */
81    private static void openScanner() {
82        //Open a Scanner to read input from the console
83        sc = new Scanner(System.in);
84    }
85
86    private static void closeScanner() {
87        sc.close();
88    }
89
90    private static void welcomeScreen() {
91
92        System.out.println("\n*********************************************\n");
93        System.out.println("Welcome to the Virtual Keys Repository of LockedMe.com");
94        System.out.println("Version: 1.0 PROTOTYPE");
95        System.out.println("Client: Lockers Pvt. Ltd");
96        System.out.println("Full Stack Developer Name: Nia Kelley Jester");
97        System.out.println("*********************************************\n");
98
99    }//end welcome()
100
101   private static void mainMenu()
102   {
103       int mainMenuChoice = 0;
104       String appState = "c";
105
106       System.out.println("You specified the following target directory: " + targetDirectory);
107       buildFileList();
108
109       while(appState.equalsIgnoreCase("c"))
110       {
111           //Display the Main Menu Options
112           try {
113           mainMenuChoice = mainMenuOptions();
114           System.out.println("Selected main menu option: " + mainMenuChoice);
115
116               switch(mainMenuChoice)
117               {
118                   case 1:
119                       System.out.println("Retrieve files from " + targetDirectory);
120                       retrieveFiles();
121                       break;
122                   case 2:
123                       businessOptionsMenu();
124                       break;
```

Picture 4 - Code Screenshot (4:11)

VirtualKey.java

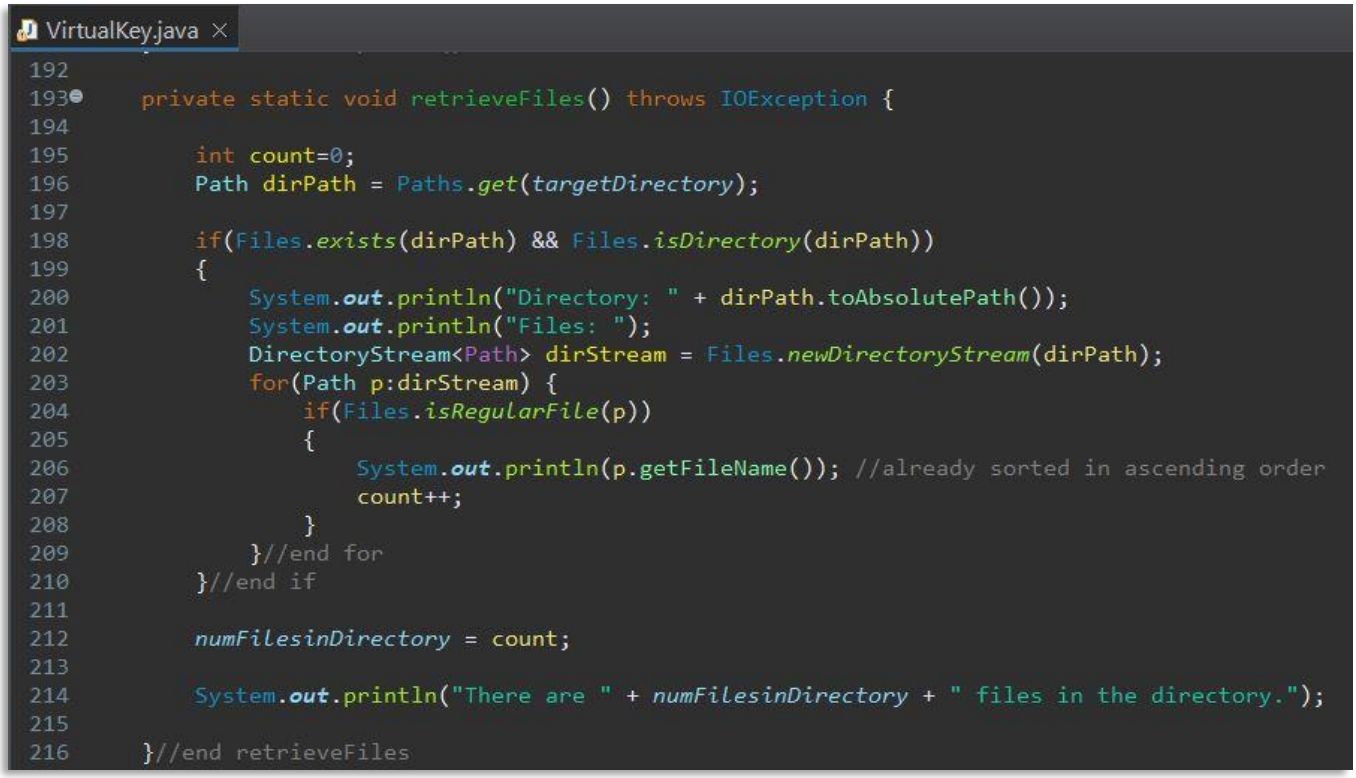
```
116                 switch(mainMenuChoice)
117                 {
118                     case 1:
119                         System.out.println("Retrieve files from " + targetDirectory);
120                         retrieveFiles();
121                         break;
122                     case 2:
123                         businessOptionsMenu();
124                         break;
125                     case 3:
126                         System.out.println("Closing application...");
127                         System.exit(1);
128                     default:
129                         System.out.println("Please enter a valid option..");
130                         break;
131                 }//end switch
132 
133             }catch(InputMismatchException e) {
134                 sc.nextLine();
135             }//end catch
136             catch(Exception e) {
137                 e.printStackTrace();
138             }//end catch
139 
140             try {
141             System.out.println("Enter 'c' to continue, 'x' to quit: ");
142             appState = sc.next();
143             }catch(InputMismatchException e) {
144                 System.out.println("you entered invalid input");
145                 sc.nextLine();
146             }catch(Exception e) {
147                 e.printStackTrace();
148             }
149 
150         }//end while
151 
152         if(appState.equalsIgnoreCase("x")) {
153             System.out.println("Quitting the application...");
154             System.exit(1);
155         }
156         else {
157             System.out.println("Entered invalid sequence...Quitting the application...");
158             System.exit(1);
159         }
160 
161     }//end mainMenu()
```

Picture 5 - Code Screenshot (5:11)



```
VirtualKey.java

162
163     private static int mainMenuOptions() {
164         int r=0; //added this to handle any exceptions
165
166         String[] options = {"*********************************************",
167                             "*                MAIN MENU                  *",
168                             "*********************************************",
169                             "1. Display the current file names in ASCENDENING order",
170                             "2. Open Business Level Operations Menu",
171                             "3. Close the application",
172                             "*********************************************"
173                 };
174
175         //Display Main Menu Options
176         for(int i=0; i<options.length;i++)
177         {
178             System.out.println(options[i]);
179         }
180
181         try {
182                 System.out.println("Choose your option...");
183                 r = sc.nextInt();
184                 //couldn't return r from here; have to move it outside of the try-catch block
185         }catch(InputMismatchException e) {
186             sc.nextLine(); //consuming the input that was causing the exception, clearing the input stream, and allowing the user to input something again
187         }catch(Exception e) {
188             e.printStackTrace();
189         }//end catch
190         return r;
191     }//end mainMainOptions()
192
```

Picture 6 - Code Screenshot (6:11)



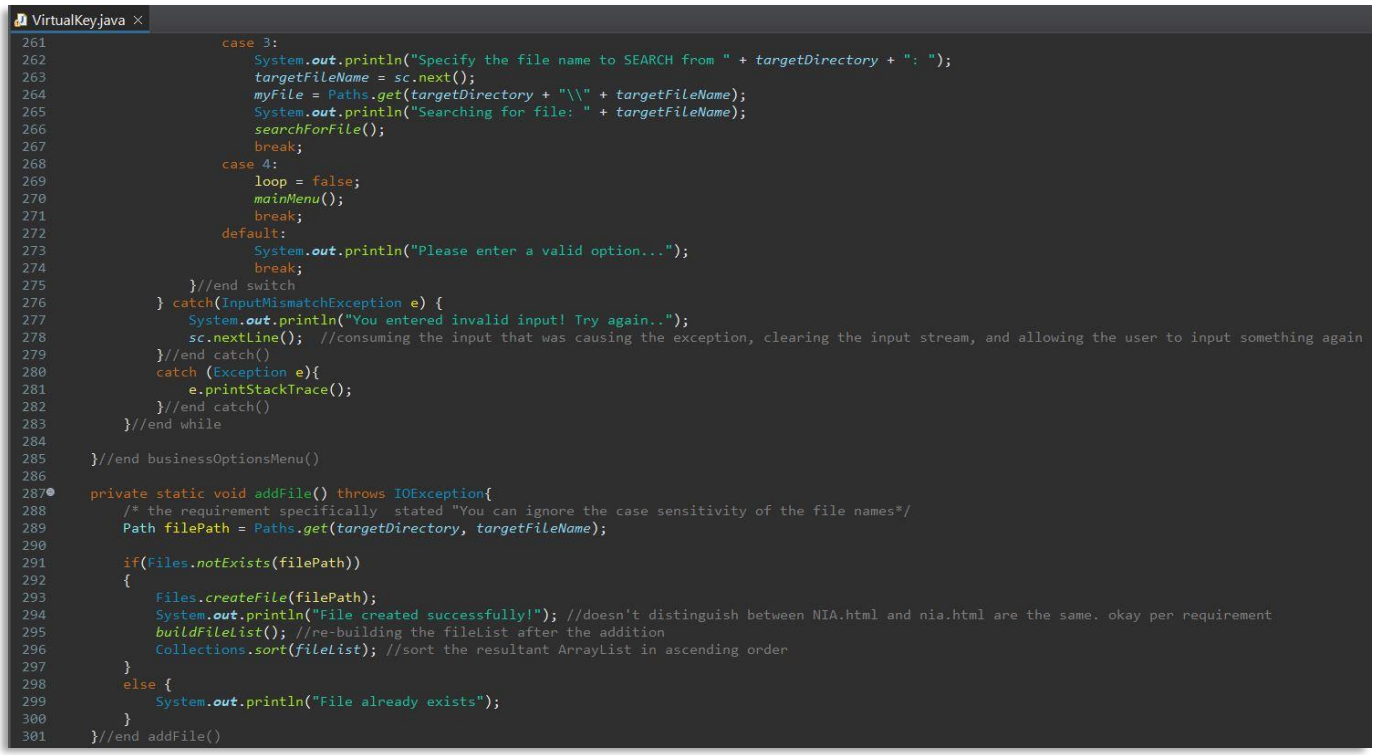
```
VirtualKey.java

192
193     private static void retrieveFiles() throws IOException {
194
195         int count=0;
196         Path dirPath = Paths.get(targetDirectory);
197
198         if(Files.exists(dirPath) && Files.isDirectory(dirPath))
199         {
200             System.out.println("Directory: " + dirPath.toAbsolutePath());
201             System.out.println("Files: ");
202             DirectoryStream<Path> dirStream = Files.newDirectoryStream(dirPath);
203             for(Path p:dirStream) {
204                 if(Files.isRegularFile(p))
205                 {
206                     System.out.println(p.getFileName()); //already sorted in ascending order
207                     count++;
208                 }
209             }//end for
210         }//end if
211
212         numFilesinDirectory = count;
213
214         System.out.println("There are " + numFilesinDirectory + " files in the directory.");
215
216      }//end retrieveFiles
```

Picture 7 - Code Screenshot (7:11)

VirtualKey.java

```
218    private static void businessOptionsMenu() {
219
220        boolean loop = true;
221
222        while(loop)
223        {
224            System.out.println("..............................................");
225            System.out.println(".     Business Level Options Sub-Menu         .");
226            System.out.println("..............................................");
227
228
229            String[] options = {"1. Add new file",
230                                "2. Delete File (case sensisitive)",
231                                "3. Search for File (case sensisitive)",
232                                "4. Go back to main menu",
233                                "..............................................."
234                                };
235
236            //Display the Business Level Options Menu to the Console
237            for(int i=0; i<options.length;i++)
238            {
239                System.out.println(options[i]);
240            }
241
242            try {
243                //User will input their selection
244                System.out.println("Choose your option...");
245                int y = sc.nextInt();
246
247                switch(y)
248                {
249                    case 1:
250                        System.out.println("Specify the file name to ADD to " + targetDirectory+ ": ");
251                        targetFileName = sc.next();
252                        myFile = Paths.get(targetDirectory + "\\" + targetFileName);
253                        addFile();
254                        break;
255                    case 2:
256                        System.out.println("Specify the file name to DELETE from " + targetDirectory + ": ");
257                        targetFileName = sc.next();
258                        myFile = Paths.get(targetDirectory + "\\" + targetFileName);
259                        deleteFile();
260                        break;
```

Picture 8 - Code Screenshot (8:11)



```
VirtualKey.java
261                     case 3:
262                         System.out.println("Specify the file name to SEARCH from " + targetDirectory + ": ");
263                         targetFileName = sc.next();
264                         myFile = Paths.get(targetDirectory + "\\" + targetFileName);
265                         System.out.println("Searching for file: " + targetFileName);
266                         searchForFile();
267                         break;
268                     case 4:
269                         loop = false;
270                         mainMenu();
271                         break;
272                     default:
273                         System.out.println("Please enter a valid option...");
274                         break;
275                 }//end switch
276             } catch(InputMismatchException e) {
277                 System.out.println("You entered invalid input! Try again..");
278                 sc.nextLine();  //consuming the input that was causing the exception, clearing the input stream, and allowing the user to input something again
279             }//end catch()
280             catch (Exception e){
281                 e.printStackTrace();
282             }//end catch()
283         }//end while
284
285     }//end businessOptionsMenu()
286
287     private static void addFile() throws IOException{
288         /* the requirement specifically  stated "You can ignore the case sensitivity of the file names*/
289         Path filePath = Paths.get(targetDirectory, targetFileName);
290
291         if(Files.notExists(filePath))
292         {
293             Files.createFile(filePath);
294             System.out.println("File created successfully!"); //doesn't distinguish between NIA.html and nia.html are the same. okay per requirement
295             buildFileList(); //re-building the fileList after the addition
296             Collections.sort(fileList); //sort the resultant ArrayList in ascending order
297         }
298         else {
299             System.out.println("File already exists");
300         }
301     }//end addFile()
```

Picture 9 - Code Screenshot (9:11)

VirtualKey.java

```
302
303     private static void deleteFile() throws IOException {
304
305         //The requirement was to implement case sensitive file delete functionality
306         File dirTest = new File(targetDirectory);
307
308         if(Files.exists(myFile))
309         {
310             System.out.println("The file exists already...");
311             System.out.println("Do you really want to delete - y or n?");
312             String proceed = sc.next();
313
314             if(proceed.equalsIgnoreCase("y"))
315             {
316                 for(File f : dirTest.listFiles()) {
317                     if(f.getCanonicalFile().getName().equals(myFile.getFileName().toString()))
318                     {
319                         Files.deleteIfExists(myFile);
320                         System.out.println("File deleted Successfully");
321                         buildFileList(); //re-building the fileList after the deletion
322                         Collections.sort(fileList); //sort the resultant ArrayList in ascending order
323                     }//end canonical check
324
325                 }//end for
326             }
327             else {
328                 System.out.println("Not deleting the file per your request...");
329                 }
330         }//end if(proceed)
331         else
332             System.out.println("File not found in " + dirTest + " ....");
333
334     }//end deleteFile()
```

Picture 10- Code Screenshot (10:11)

VirtualKey.java

```
335
336     private static void searchForFile() {
337
338         File dirTest = new File(targetDirectory);
339         boolean fnf = true;
340
341             for(File f : dirTest.listFiles())
342             {
343                 try {
344                     if(f.getCanonicalFile().getName().equals(myFile.getFileName().toString())) {
345                         System.out.println(myFile.getFileName().toString() + " already exists in " + dirTest);
346                         fnf = false;
347                         break;
348                     }
349                 } catch (IOException e) {
350                     e.printStackTrace();
351                 }
352             }//end for()
353
354         if( fnf != false )
355             System.out.println(myFile.getFileName().toString() + " DOES NOT exist in " + dirTest + "...");
356
357     }//searchForFile()
358
359     private static void buildFileList() {
360         int count = 0;
361
362         File dirTest = new File(targetDirectory);
363
364         for(File file : dirTest.listFiles()) {
365             fileList.add(file);
366             count++;
367         }
368
369         numFilesinDirectory = count;
370
371     }//end buildFileList()
```

Picture 11 - Code Screenshot (11:11)

```
373     //This (debug) method is printing the fileList Collection directly to the console
374     //TODO: The method keeps double printing the file name to the console; further debug needed. Will not have time to fix before submission.
375     private static void printDirectoryList() {
376         File dirTest = new File(targetDirectory);
377
378         Iterator<File> retrieve = fileList.iterator();
379
380         while(retrieve.hasNext()) {
381             for(File f : dirTest.listFiles()) {
382                 try {
383                     System.out.println(f.getCanonicalFile().getName());
384                 } catch (Exception e) {
385                     // TODO Auto-generated catch block
386                     e.printStackTrace();
387                 }//end catch
388             }//end for loop
389         }//end while
390
391         System.out.println("There are (numFilesinDirectory = ) " + numFilesinDirectory + " files in " + Paths.get(targetDirectory));
392
393     }//end printDirectoryList
394
395 }//end class
```

Functional Test Cases

Error! Reference source not found.his section captures the following for the LockedMe.com virtual keys repository application prototype:

- Outlines 19 functional test case scenarios
- Documents the excepted result of the test case
- Captures the test case outcome (pass/fail)
- Records the test case input
- Provides a snapshot of the program console output
- Provides the directory structure before and after snapshots (where applicable)

Functional Test Cases – "Good" Path

Test Case Scenario: Launch Program – Use Test Mode

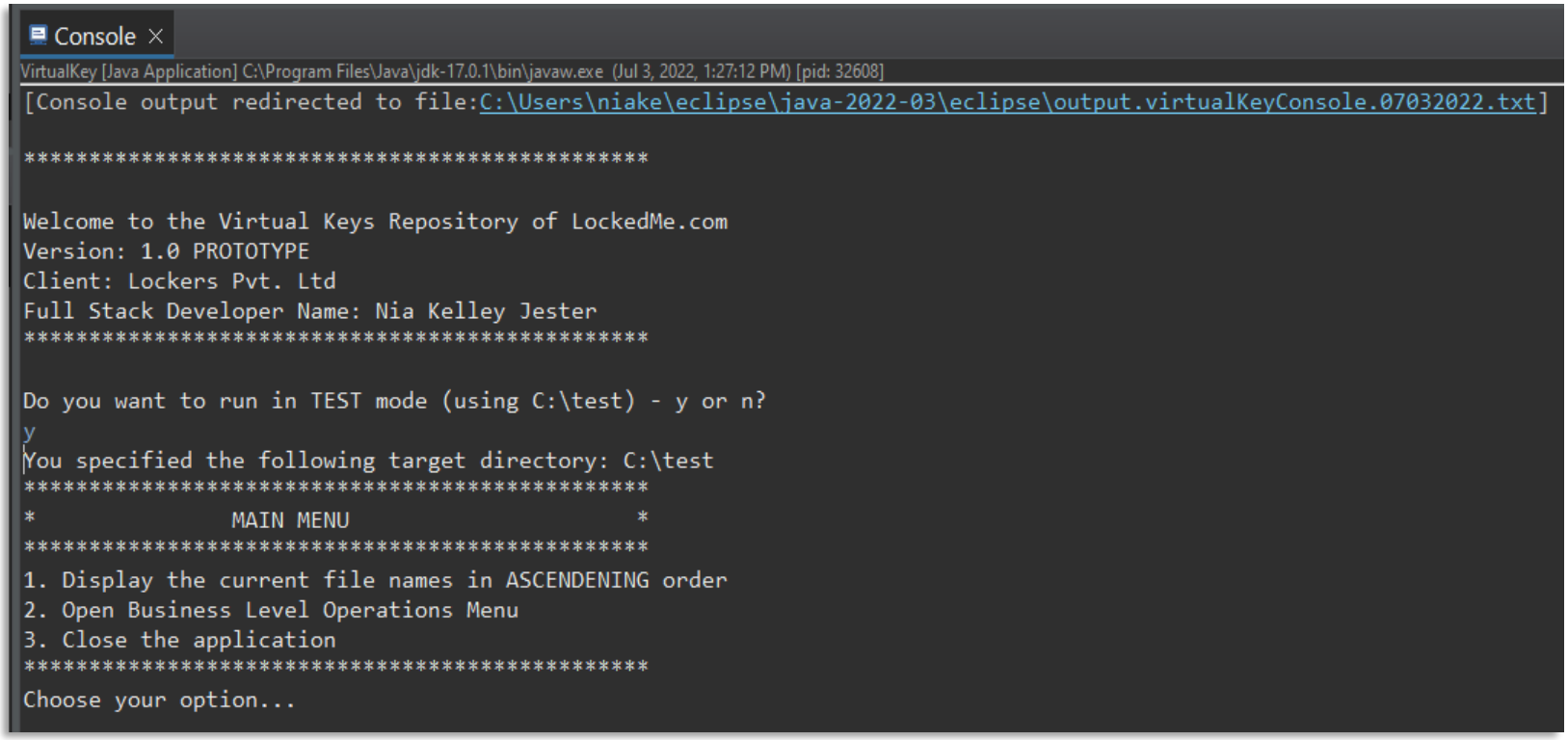
Expected Result: User launches the application and indicates that the User wants to the application in Test Mode (i.e. using C:\test)

Test Outcome: **Pass**

Test Case Input: y

Test Case Output:

Program Console

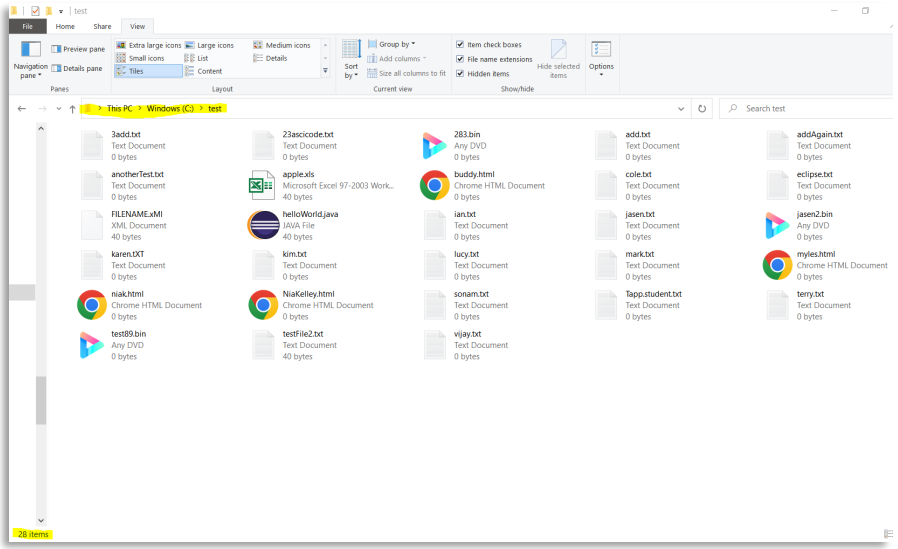


End-of-Phase Project
Virtual Keys Repository Prototype Application

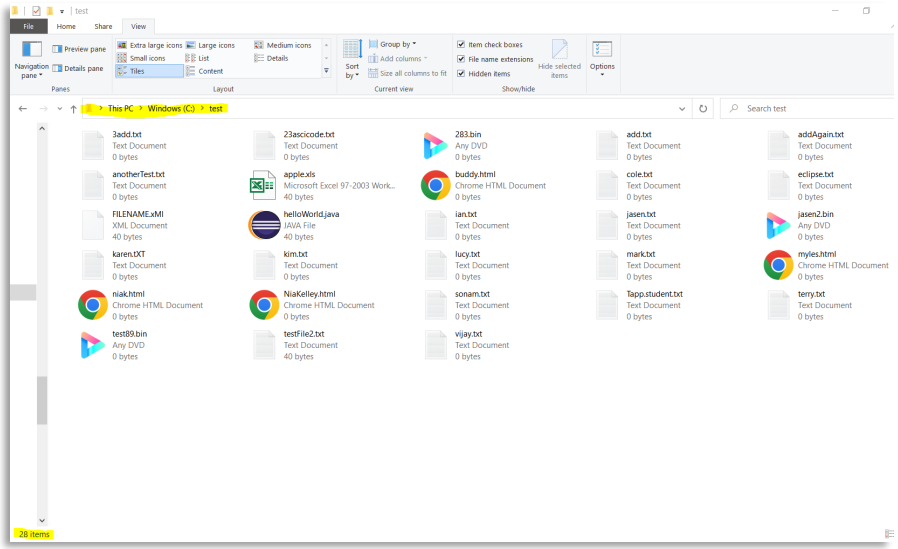
Student: Nia Kelley Jester
Summer 2022

File Directory Structure

Before



After



Test Case Scenario: List Files

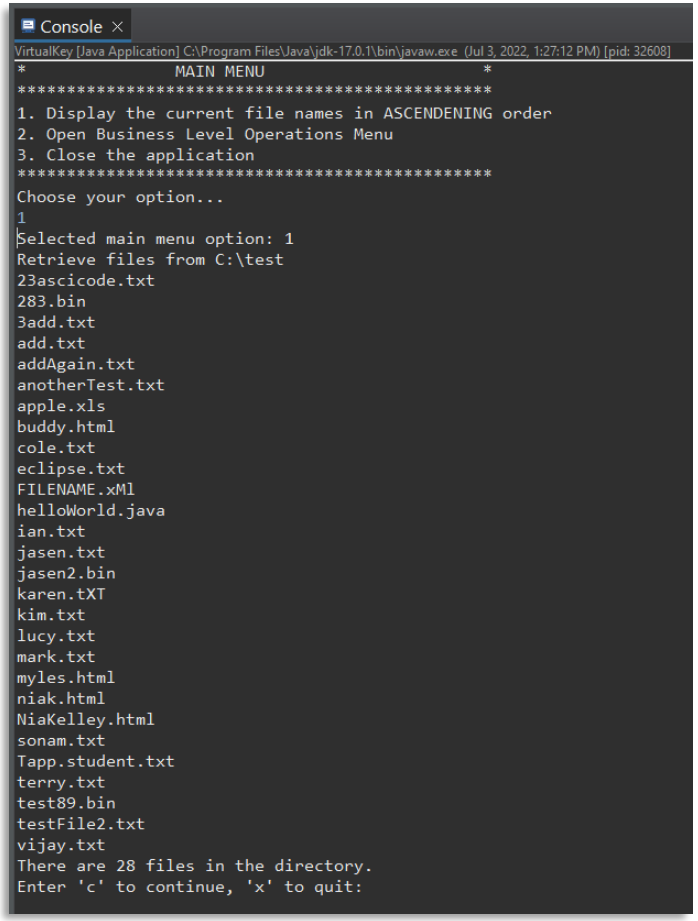
Expected Result: User opts to “display the current file names in Ascending order” from the Main Menu

Test Outcome: **Pass**

Test Case Input: 1

Test Case Output:

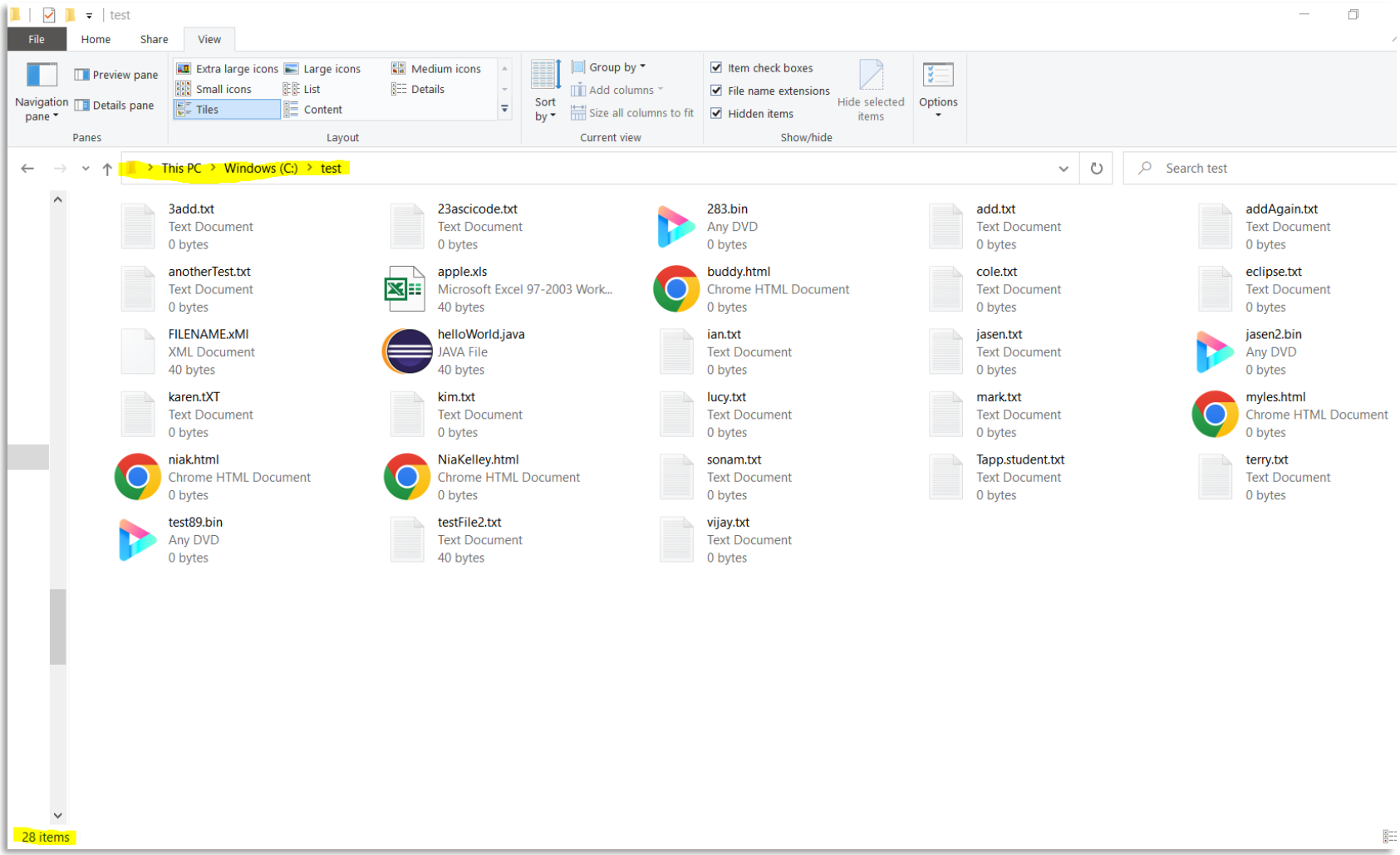
Program Console



File Directory Structure

Before

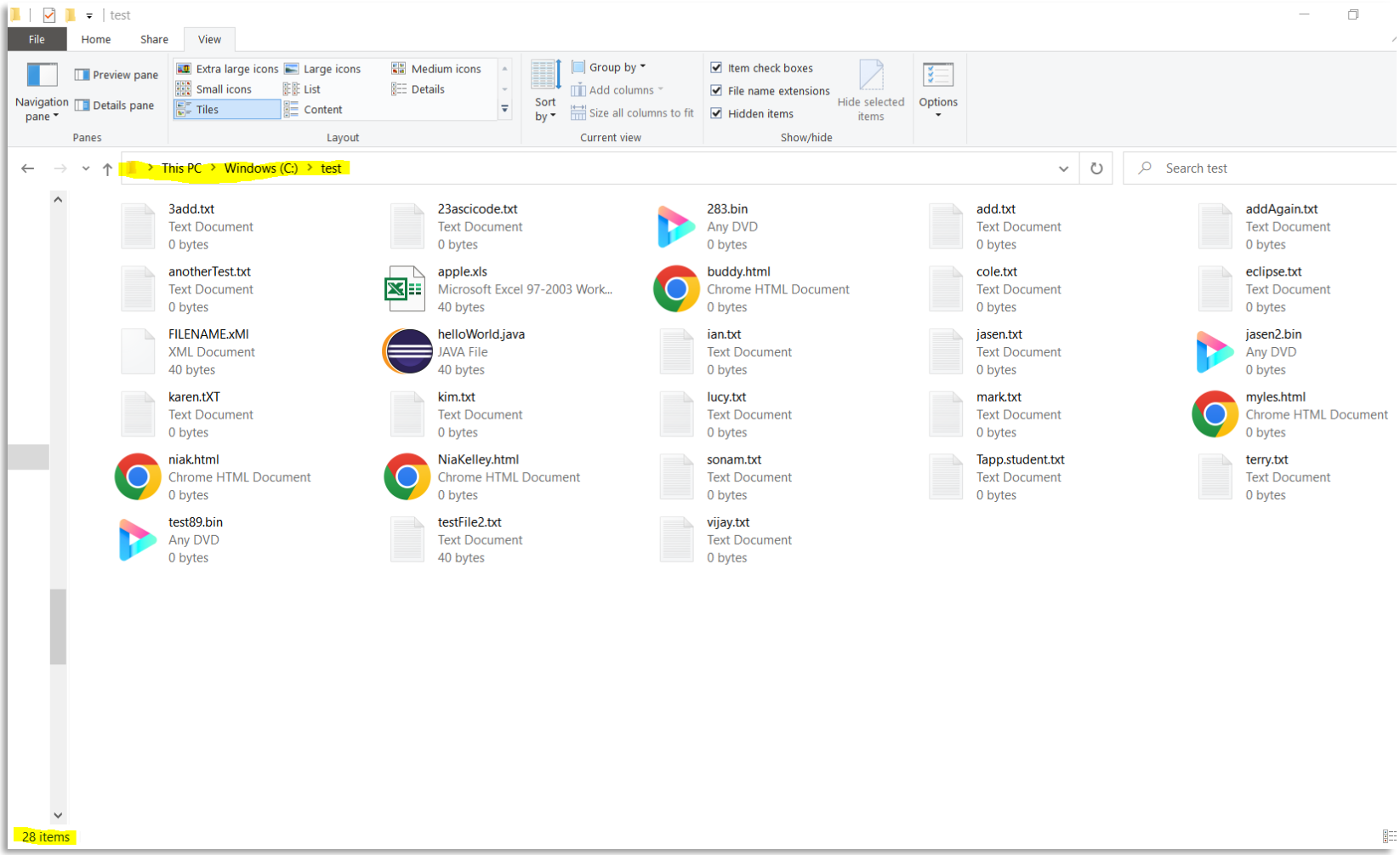
The directory has 28 files



After

File Directory Structure

The directory has 28 files



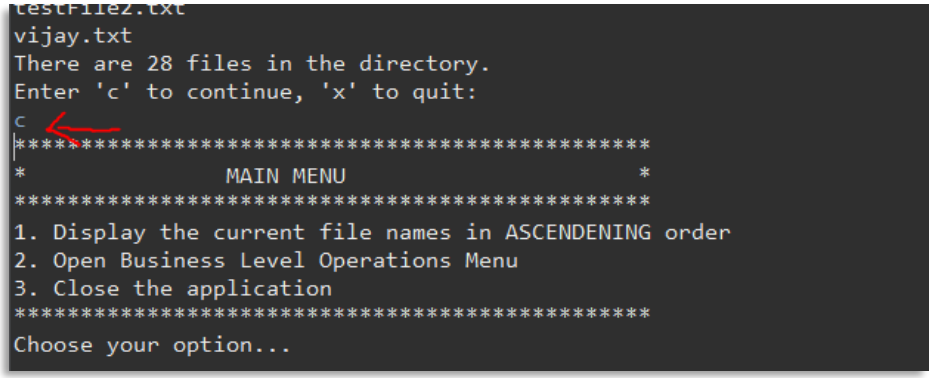
Test Case Scenario: Continue Program after List Files

Expected Result: User opts to continue the program after the list files operation. The program will accept “C” or “c” to continue the program.

Test Outcome: **Pass**

Test Case Input: c

Test Case Output:

Program Console


File Directory Structure: No need to display for this test

Test Case Scenario: Open Business Level Options Menu

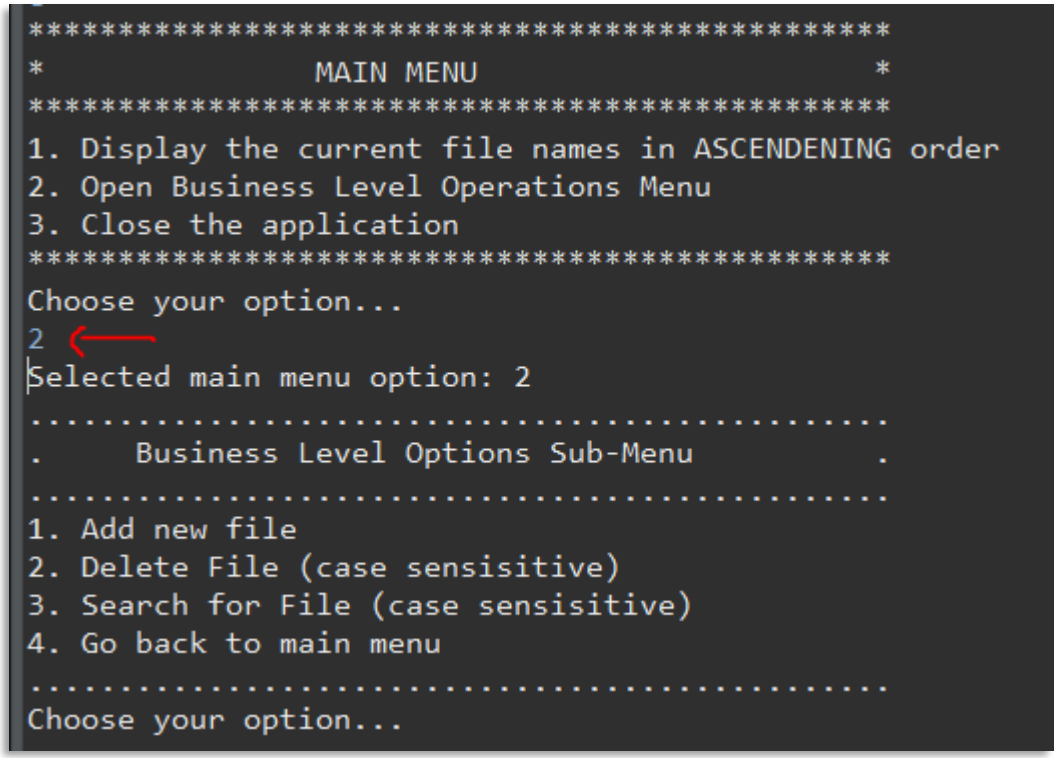
Expected Result: User opts to open the Business Level Options Sub-Menu.

Test Outcome: **Pass**

Test Case Input: 2

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Add New File

Expected Result: User wants to add a new file to the directory. The User will input the desired file name for addition, and the application will create the file in the directory. Per the requirement, the application ignores case sensitivity for this feature.

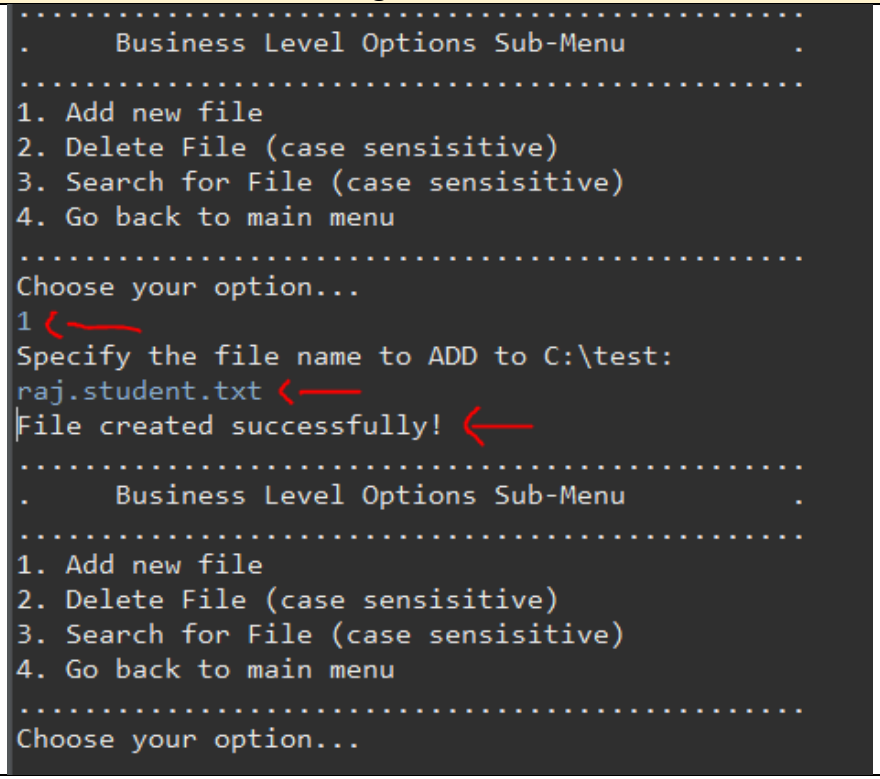
Test Outcome: **Pass**

Test Case Input:

- 1
- raj.student.txt

Test Case Output:

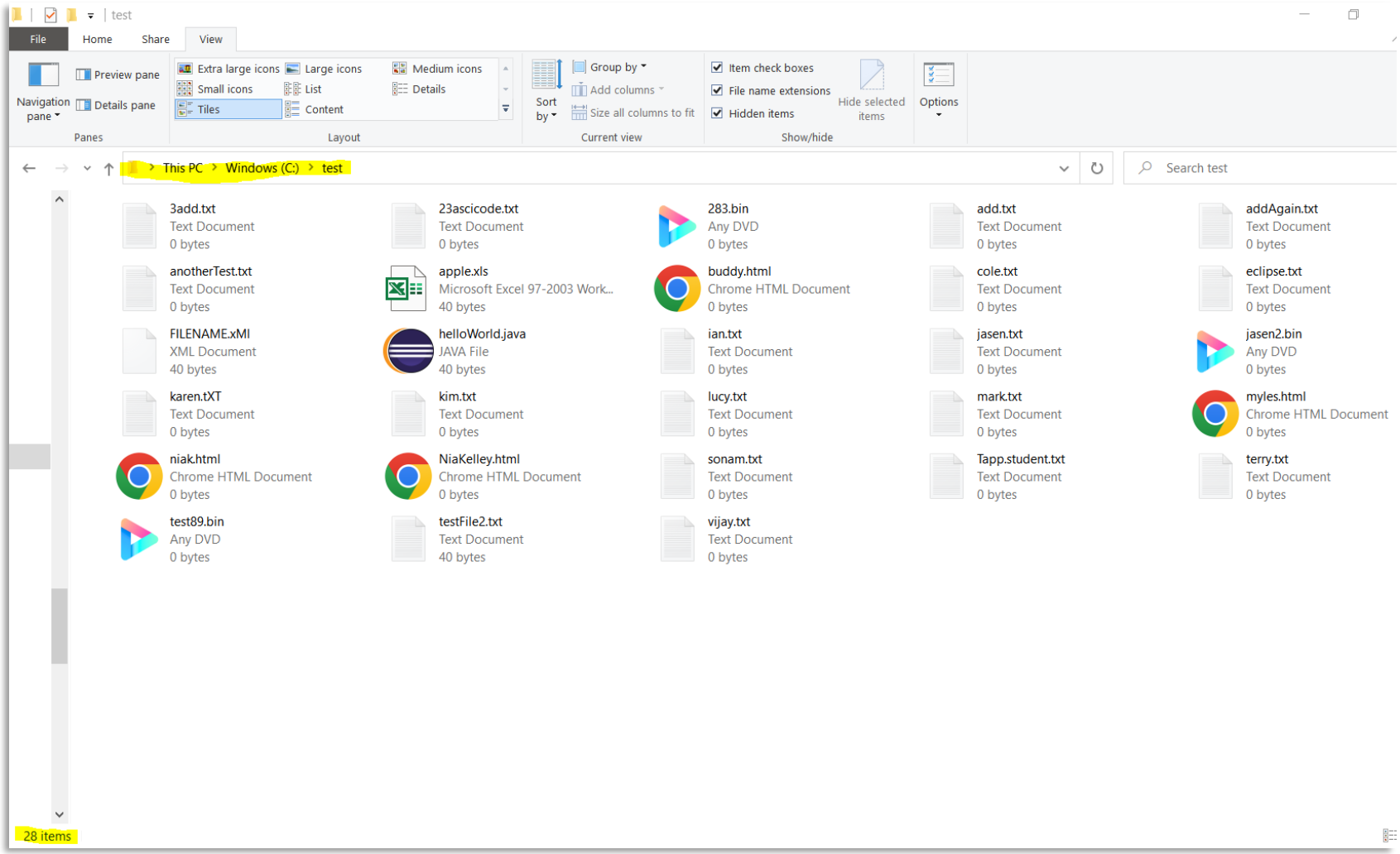
Program Console



File Directory Structure

Before

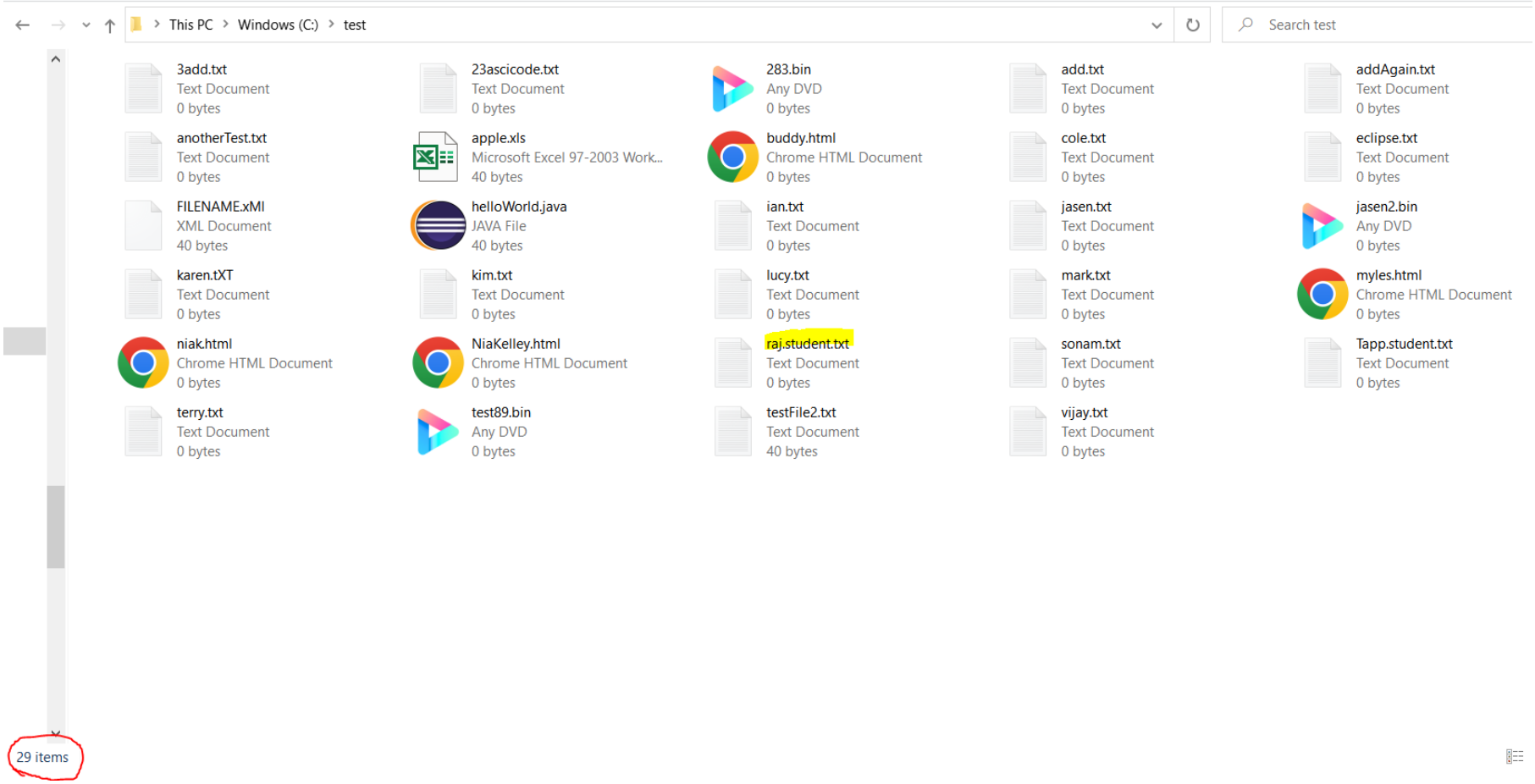
The directory has 28 files



After

File Directory Structure

The directory has 29 files



Test Case Scenario: Delete File – File Found – Proceed with Deletion

Expected Result: User inputs a file name for deletion. The application conducts a case sensitive search to determine if the file name already exists. If the file name already exists, the applicate will display a message and will not delete the file. If the file name does not exist, the application asks the User to confirm the deletion. Upon indicating "Y" or "y", the application will delete the file from the directory, and displays a confirmation message on the console.

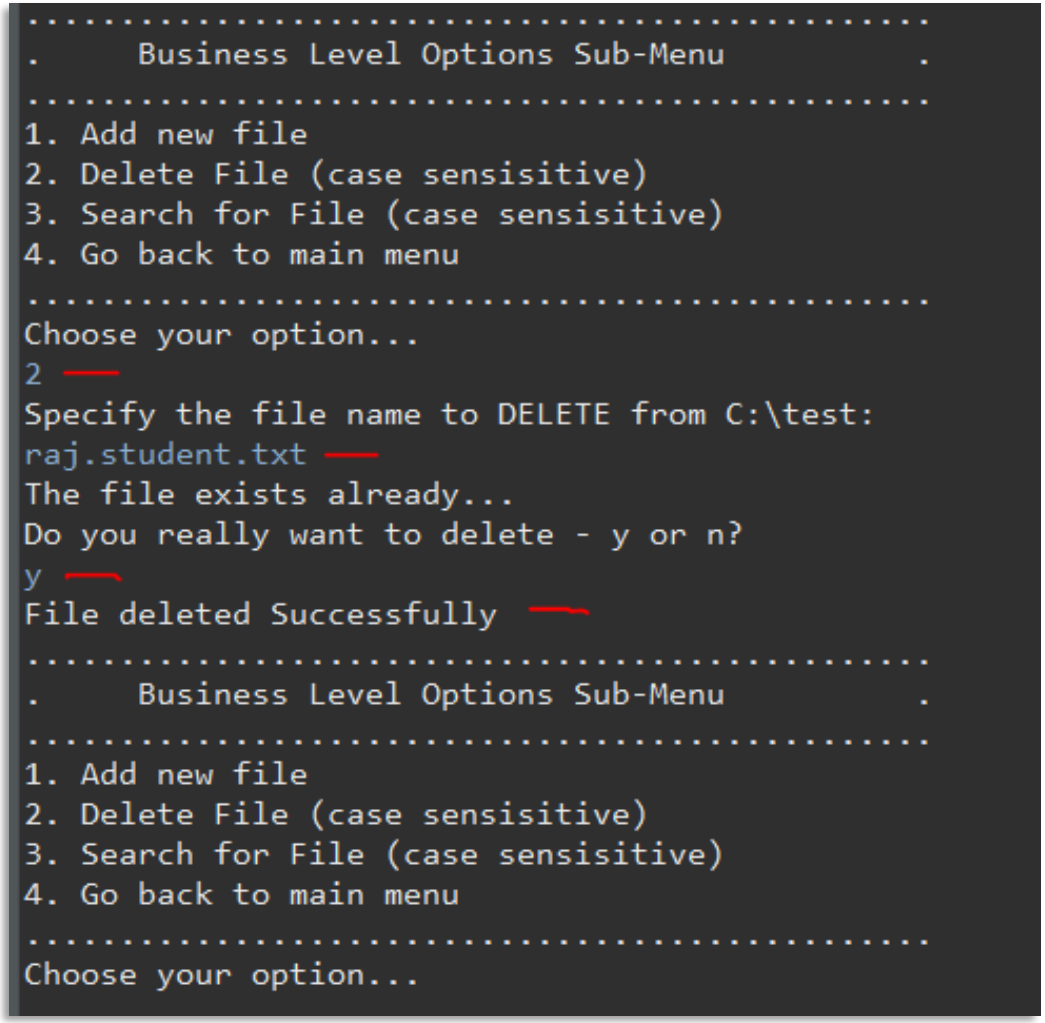
Test Outcome: **Pass**

Test Case Input:

- 2
- raj.student.txt
- y

Test Case Output:

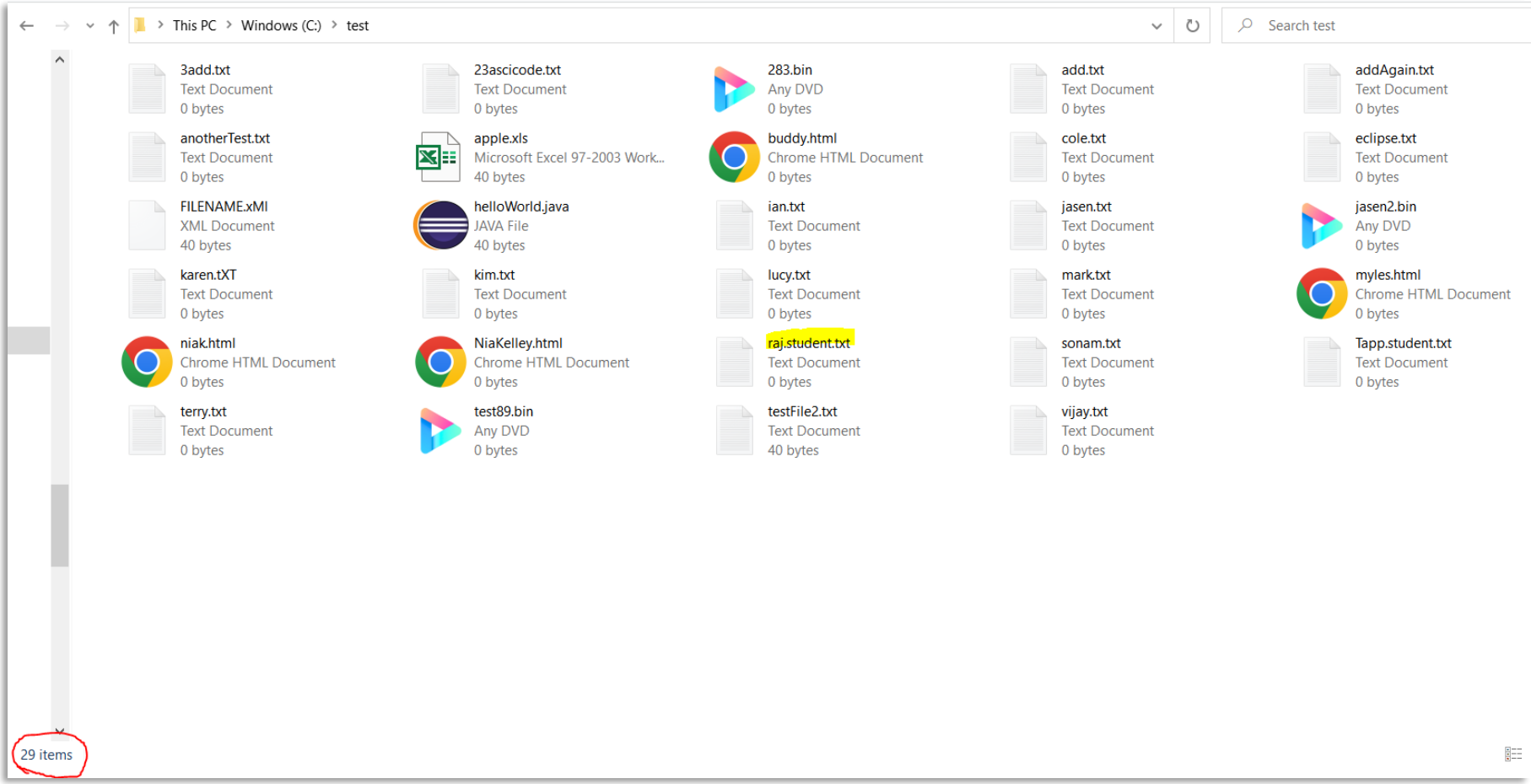
Program Console



File Directory Structure

Before

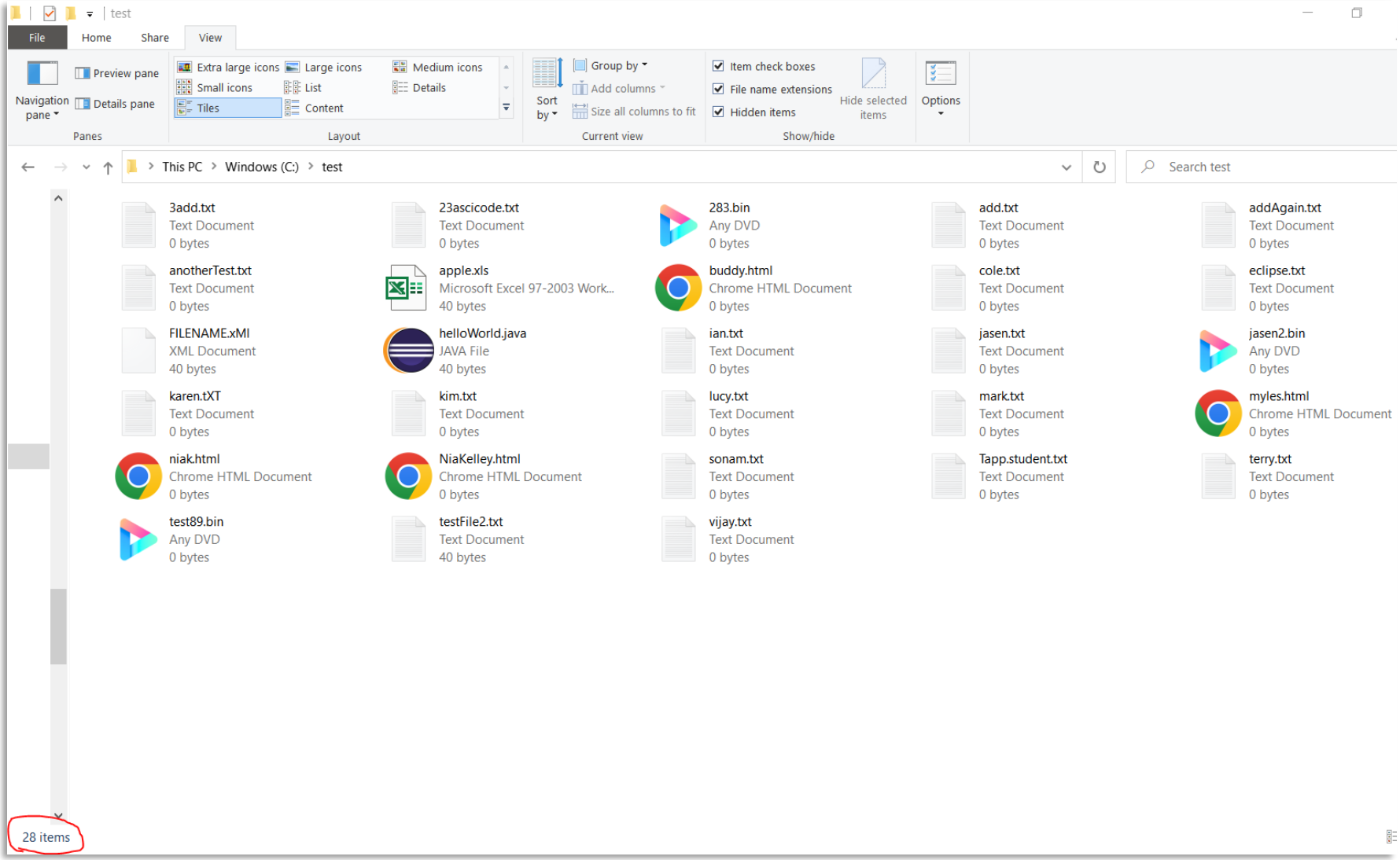
The directory has 29 files



File Directory Structure

After

The directory has 28 files



Test Case Scenario: Delete File – File Found – Do not proceed with Deletion

Expected Result: User inputs a file name for deletion. The application conducts a case sensitive search to determine if the file name already exists. If the file name already exists, the applicate will display a message and will not delete the file. If the file name does not exist, the application asks the User to confirm the deletion. The application asks the User to confirm the deletion. Upon indicating “N” or “n”, the application does not delete the file from the directory and displays an appropriate message on the console.

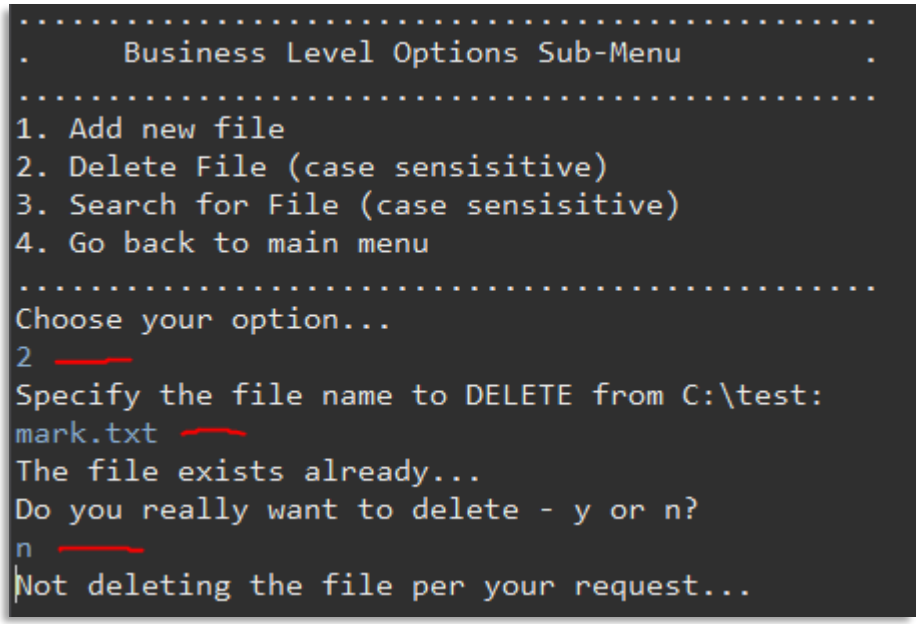
Outcome: **Pass**

Test Case Input:

- 2
- mark.txt
- n

Test Case Output:

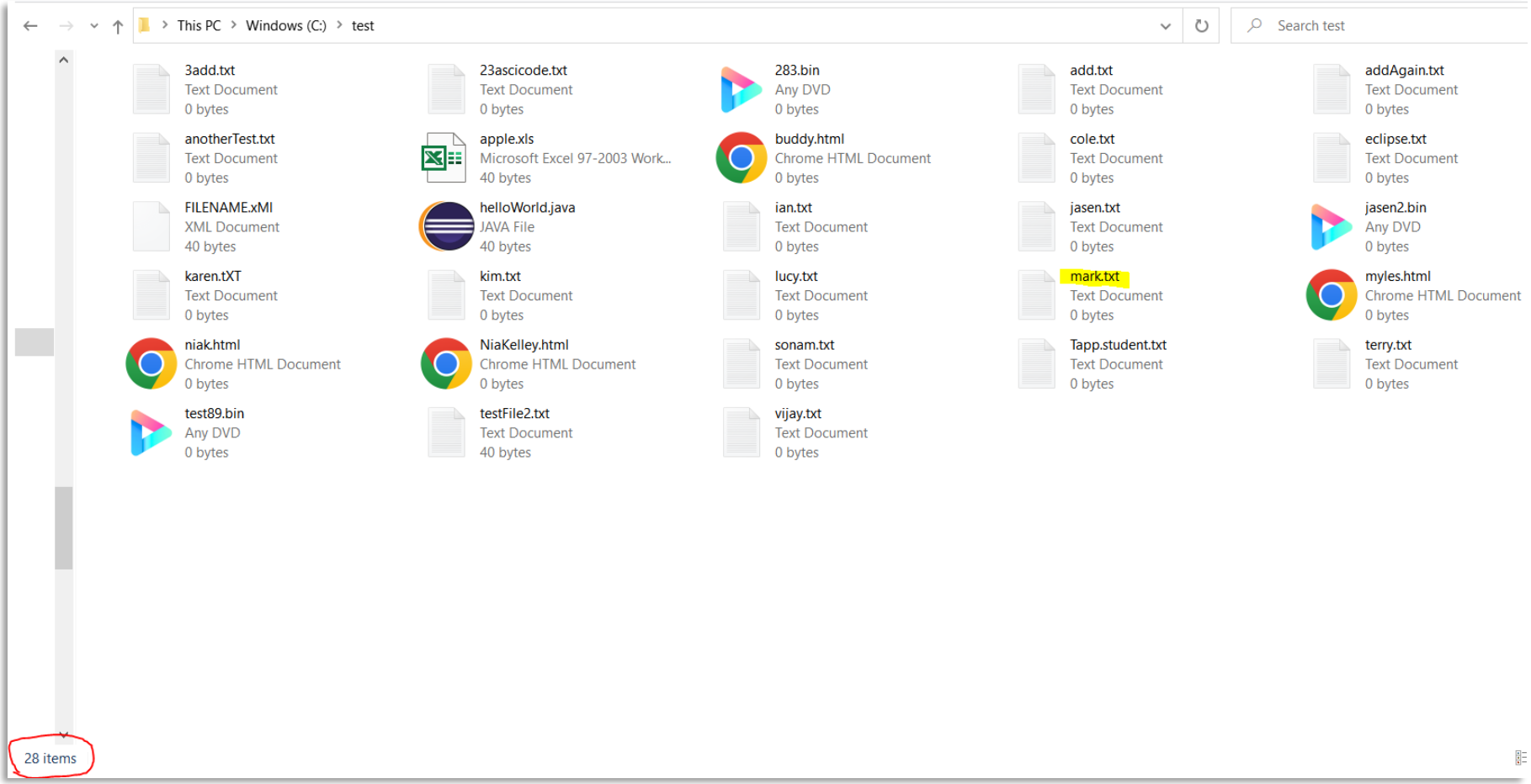
Program Console



File Directory Structure

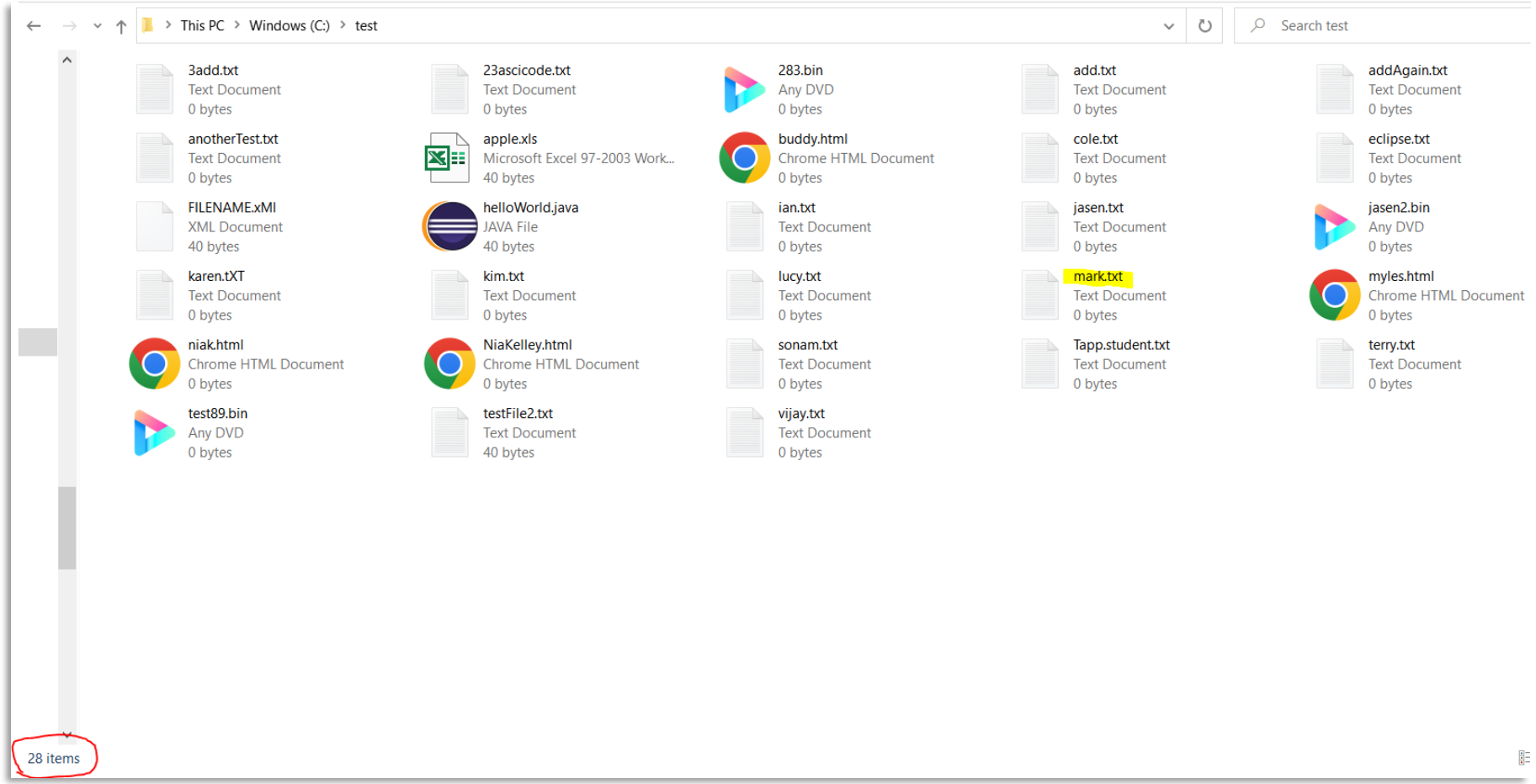
Before

The directory has 28 files



After

The directory has 28 files



Test Case Scenario: Search for File

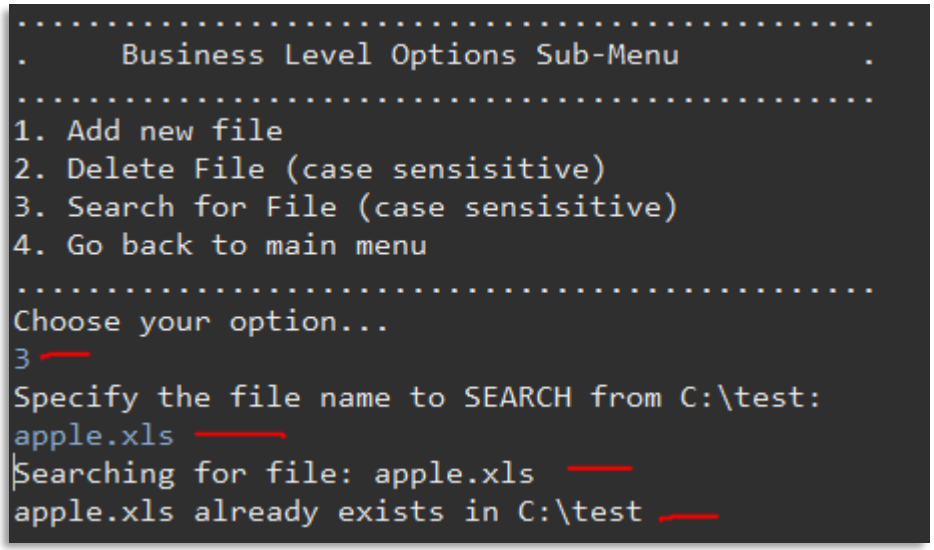
Expected Result: The User is prompted for a file name to search for. The application will conduct a case sensitive search on the directory, and a resultant message will be displayed on the console.

Outcome: **Pass**

Test Case Input:

- 3
- apple.xls

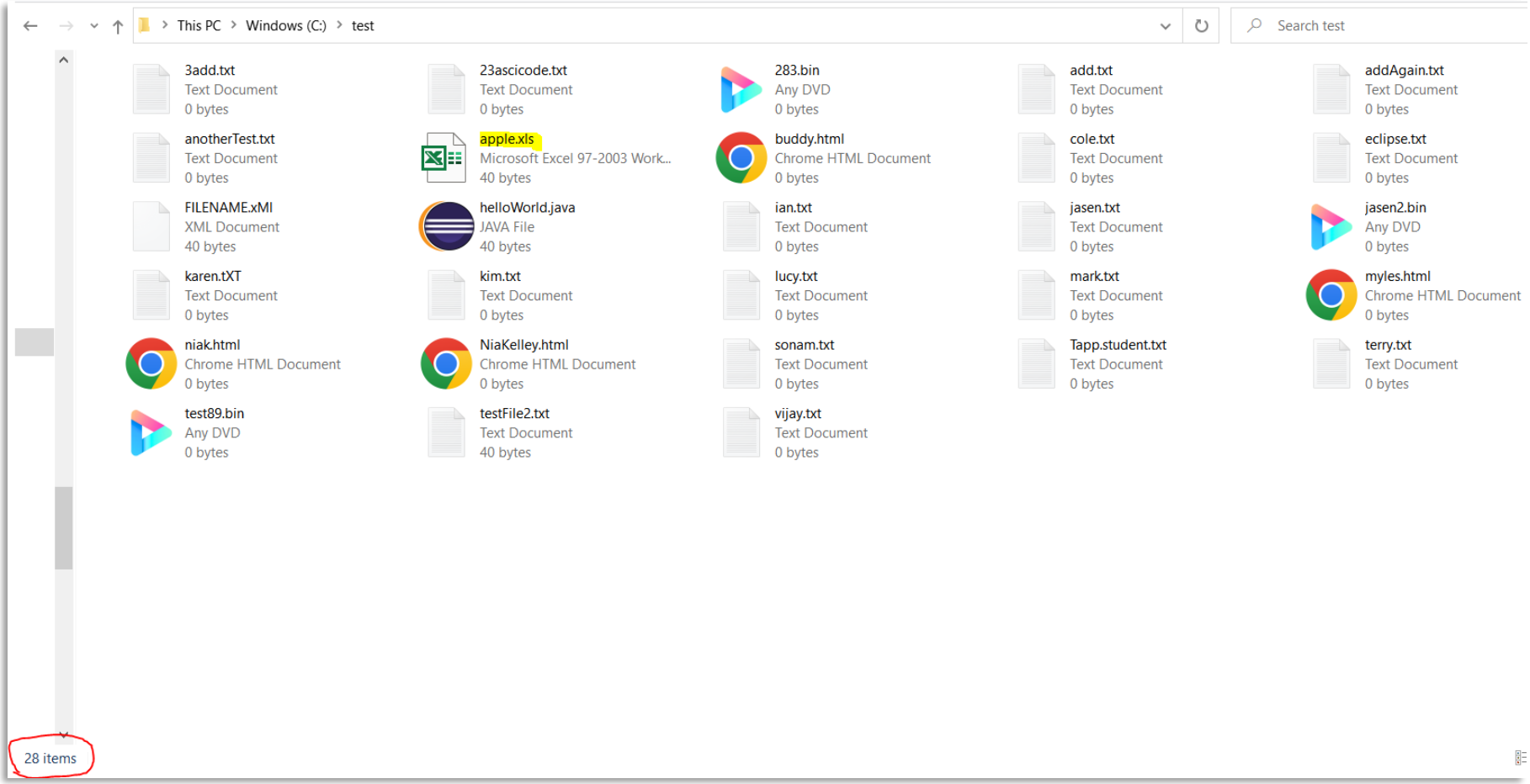
Test Case Output:

Program Console


File Directory Structure

Before

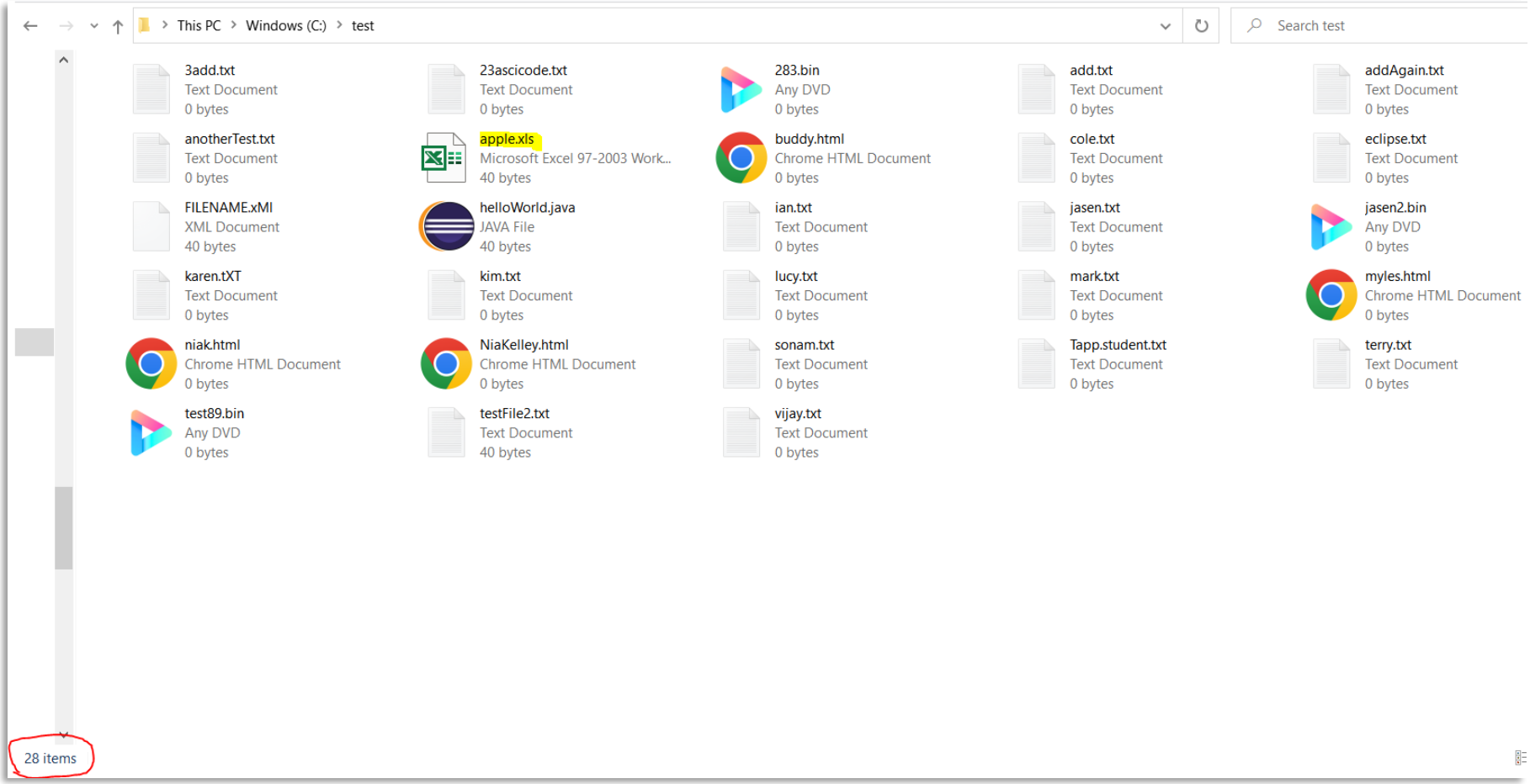
The directory has 28 files



File Directory Structure

After

The directory has 28 files



Test Case Scenario: Search for File

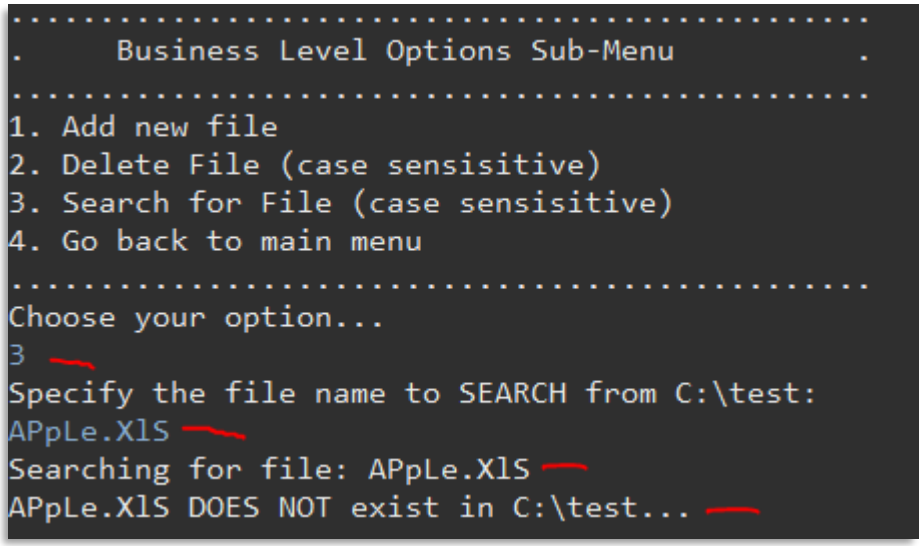
Expected Result: The User is prompted for a file name to search for. The application will conduct a case sensitive search on the directory, and a resultant message will be displayed on the console.

Outcome: **Pass**

Test Case Input:

- 3
- APpLe.XlS

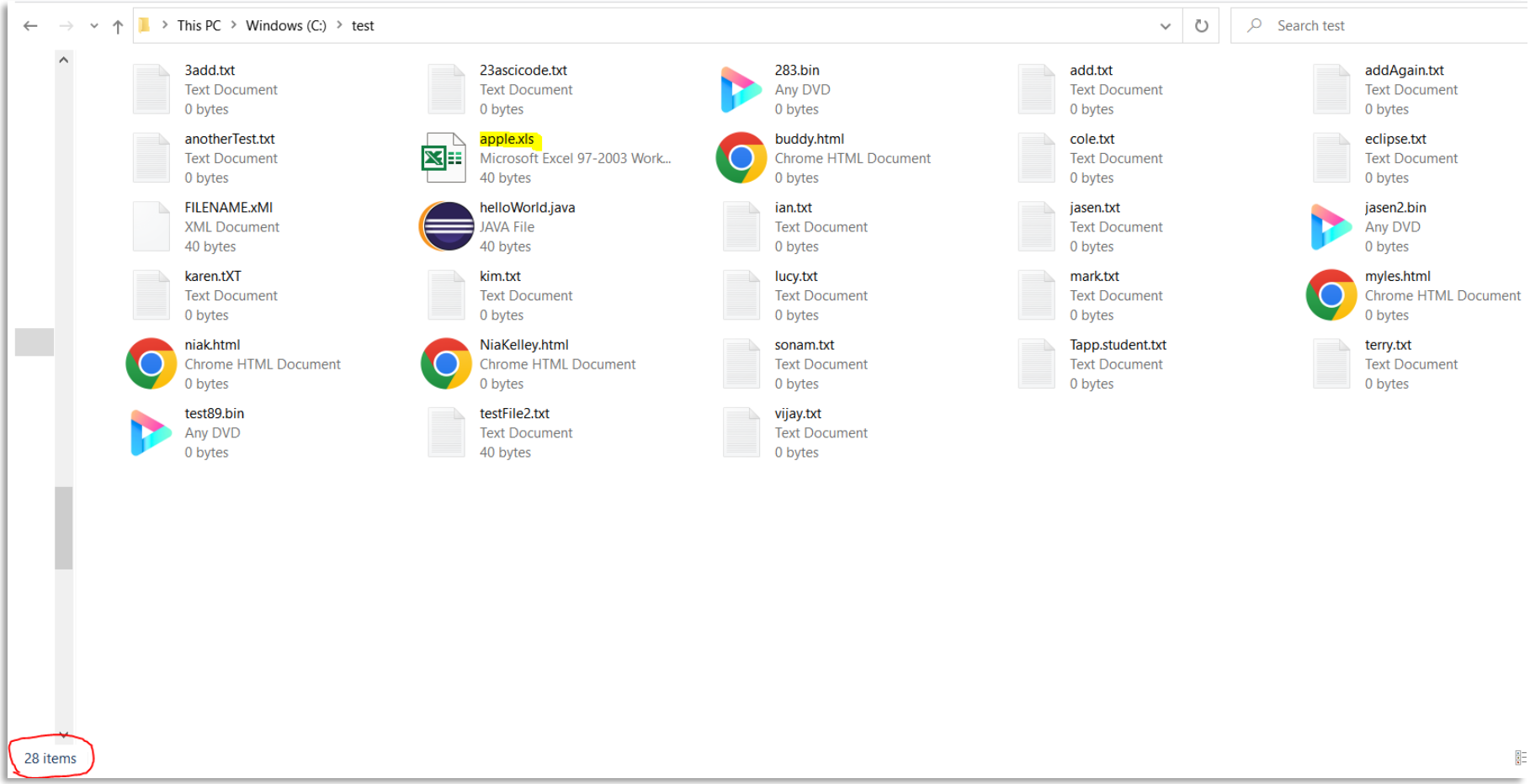
Test Case Output:

Program Console


File Directory Structure

Before

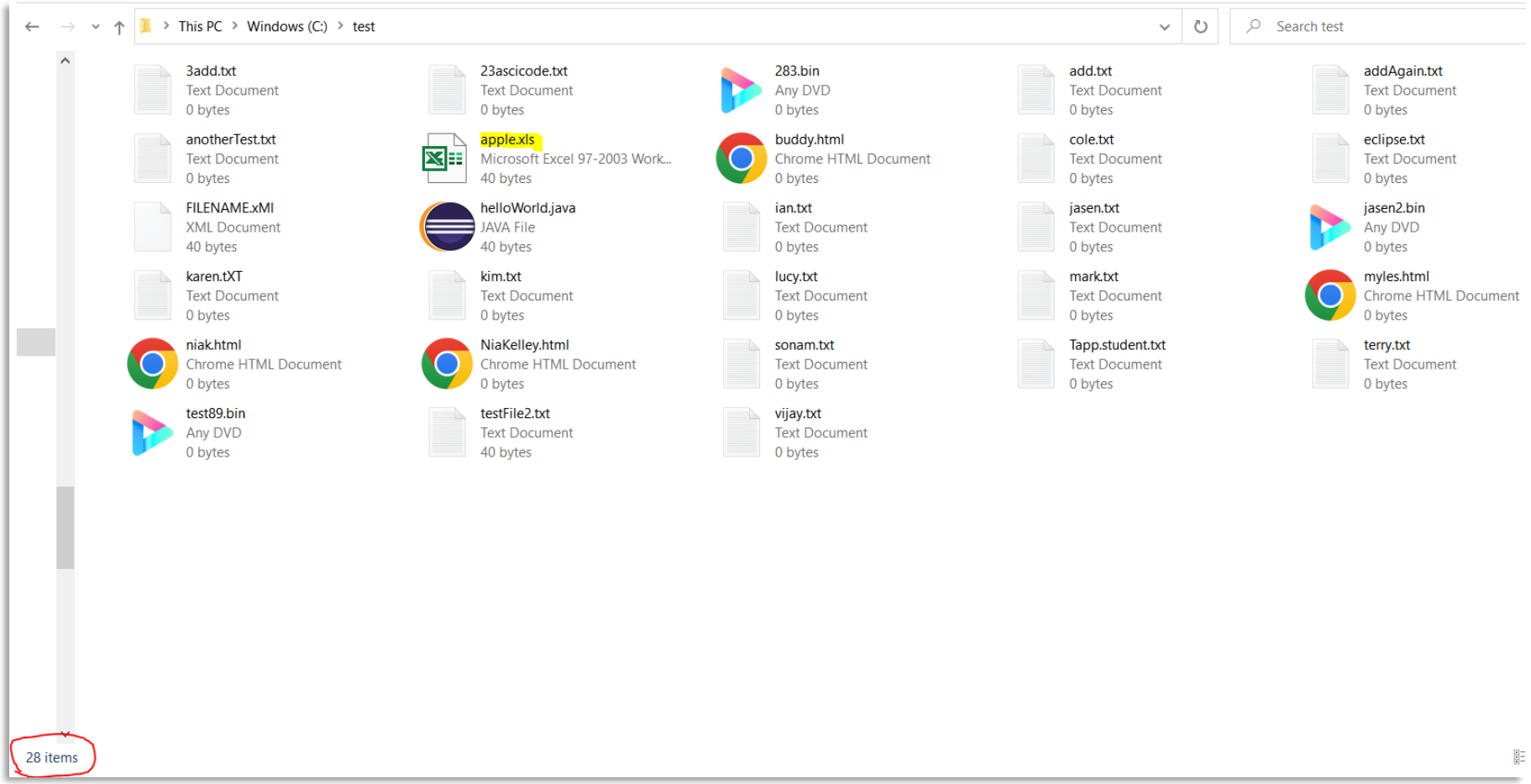
The directory has 28 files



After

File Directory Structure

The directory has 28 files



Test Case Scenario: Go Back to Main Menu from Business Level Options Sub-Menu

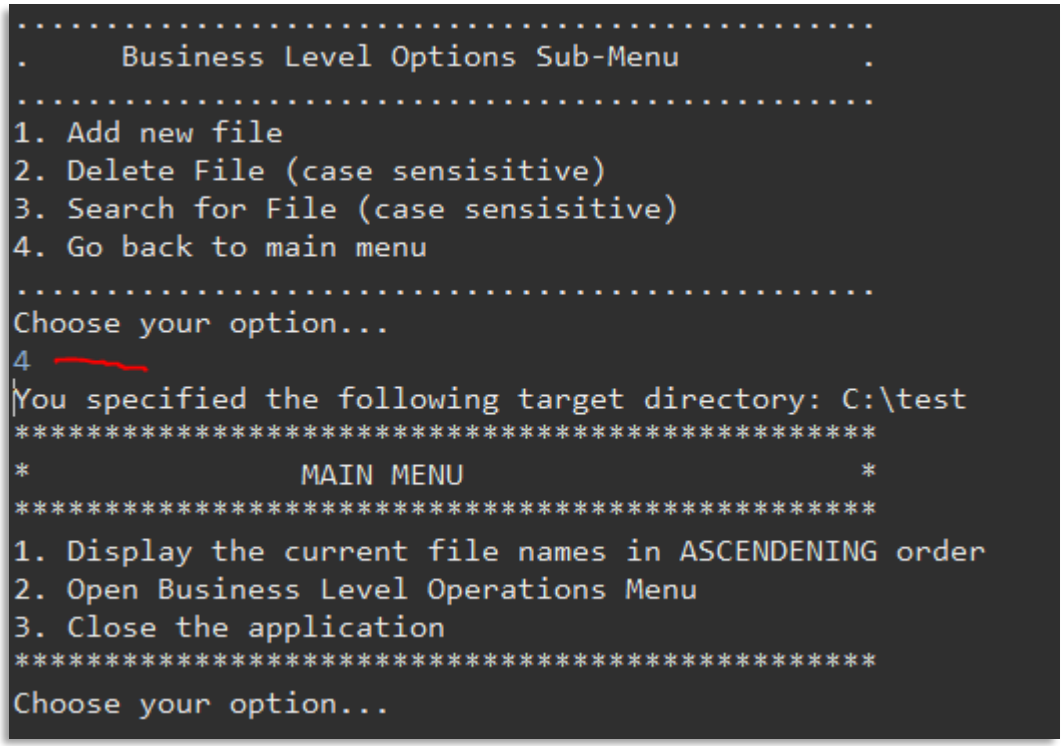
Expected Result: From the Business Level Options (sub-menu), the User can select "4 – go back to main menu" to return to the Main Menu.

Outcome: Pass

Test Case Input: 4

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Exit Program from Main Menu

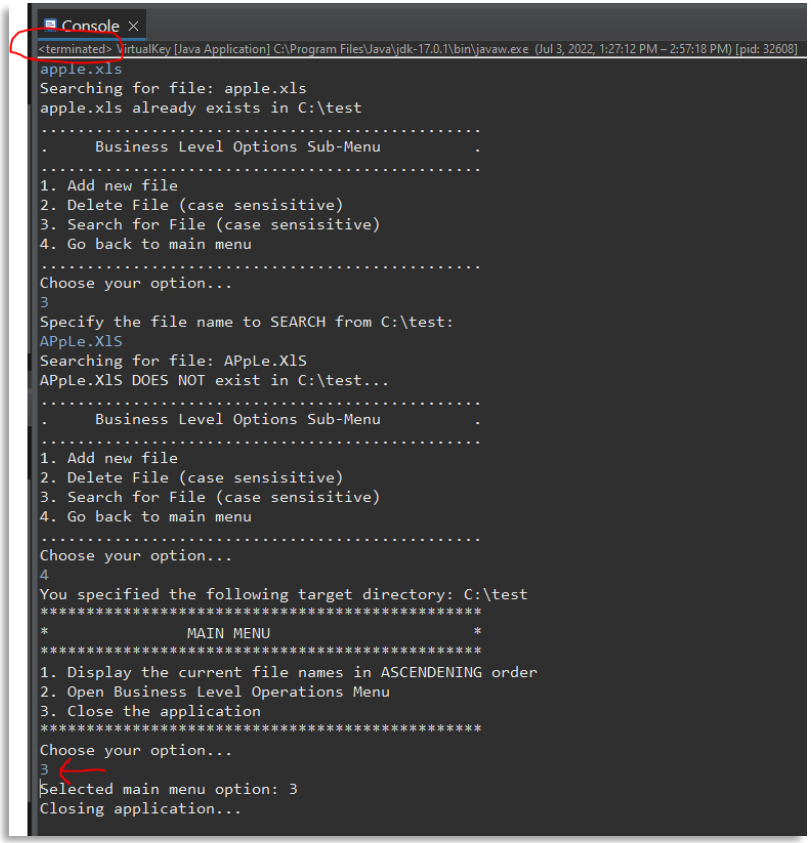
Expected Result: The User can use option "3 – Close the application" to gracefully terminate the application.

Outcome: **Pass**

Test Case Input: 3

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Launch Program – User-Specified Directory

Expected Result: When the application launches, the User can specify a directory to use for the application (i.e., not running in Test mode). The User can enter "N' or "n" when asked if you want to run the application in Test mode. the application will ask the User to enter a directory for the application. The application will display a message on the console specifying the target directory being used.

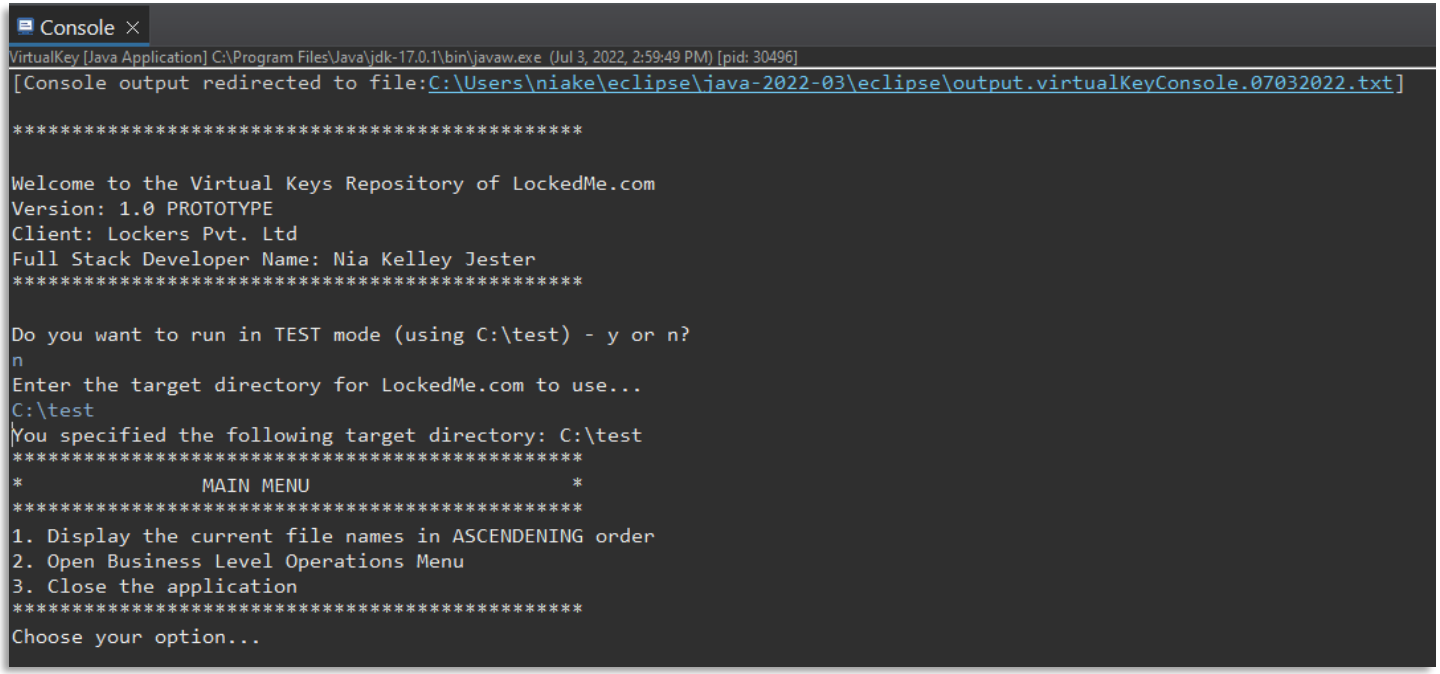
Outcome: **Pass**

Test Case Input:

- n
- C:\test

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Functional Test Cases - Exception Handling

Test Case Scenario: Launch Program – User-Specified Directory – Non-valid Input

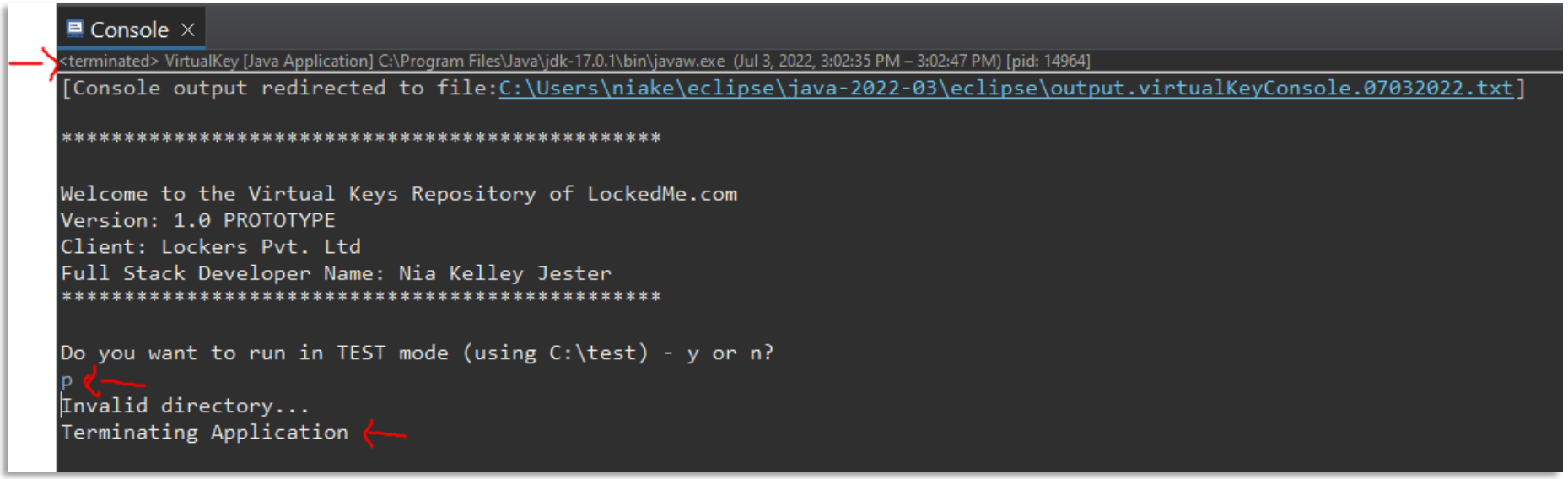
Expected Result: When the application launches, the User can specify a directory to use for the application (i.e., not running in Test mode). The User enters an invalid question, and the application will terminate.

Outcome: **Pass - Handled exception as designed**

Test Case Input: p

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Main Menu option

Expected Result: User enters an invalid data for the Main Menu option. The program will indicate that the User entered invalid data and gives the User the option to continue with program execution. The User will be presented with the option to continue or quit the application. The program will accept “C” or “c” to continue the program or “X” or “x” to terminate the application. If the User enters “C” or “c”, the application will display the main menu.

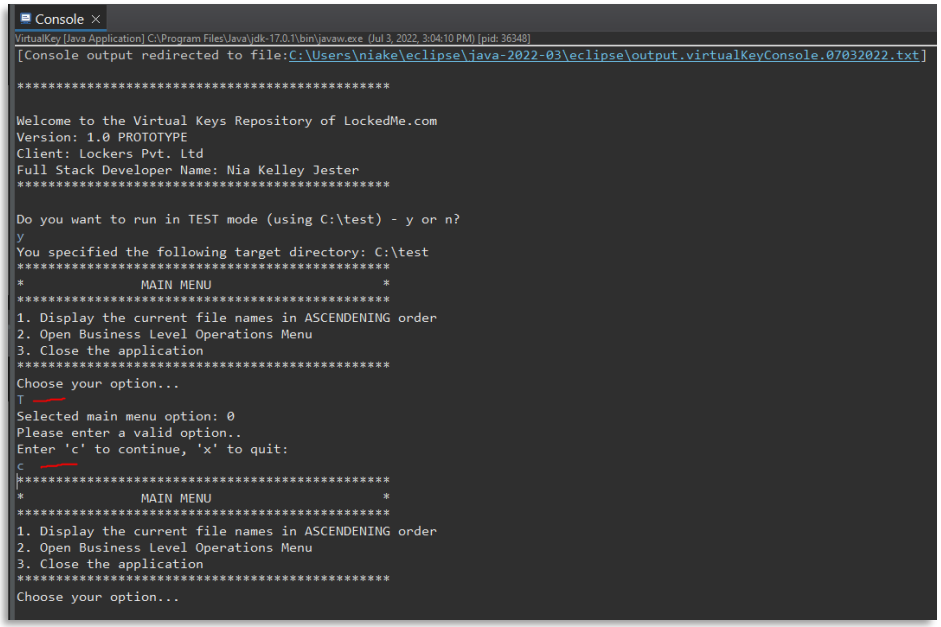
Outcome: **Pass - Handled exception as designed**

Test Case Input:

- T
- c

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Main Menu option

Expected Result: User enters an invalid data for the Main Menu option. The program will indicate that the User entered invalid data and gives the User the option to continue with program execution. The User will be presented with the option to continue or quit the application. The program will accept “C” or “c” to continue the program or “X” or “x” to terminate the application. If the User enters “C” or “c”, the application will display the main menu.

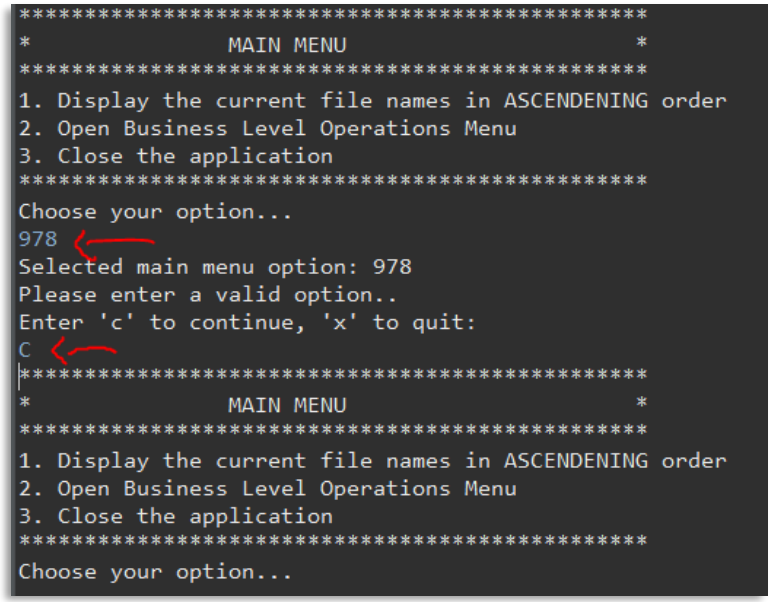
Outcome: **Pass - Handled exception as designed**

Test Case Input:

- 978
- C

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Main Menu option

Expected Result: User enters an invalid data for the Main Menu option. The program will indicate that the User entered invalid data and gives the User the option to continue with program execution. The User will be presented with the option to continue or quit the application. The program will accept “C” or “c” to continue the program or “X” or “x” to terminate the application. If the User enters “C” or “c”, the application will display the main menu.

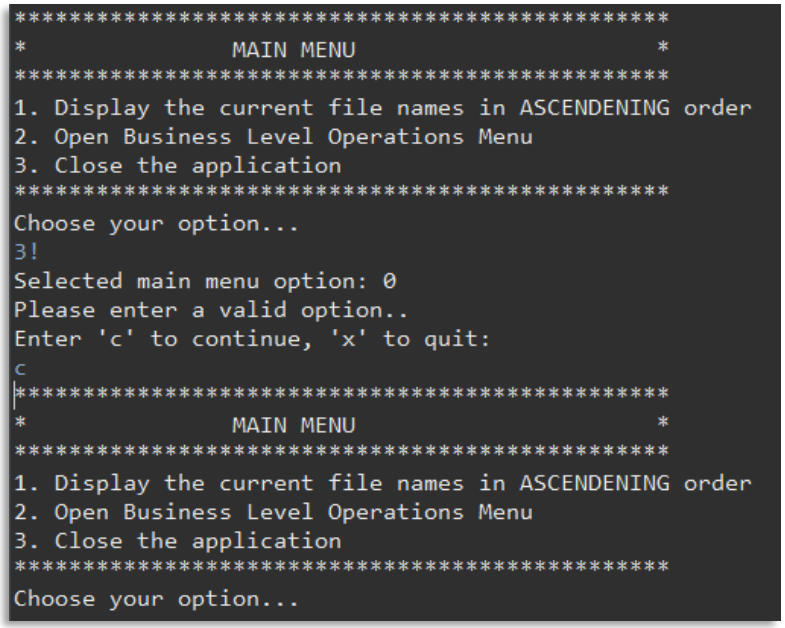
Outcome: **Pass - Handled exception as designed**

Test Case Input:

- 3!
- c

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Business Options Sub-Menu option

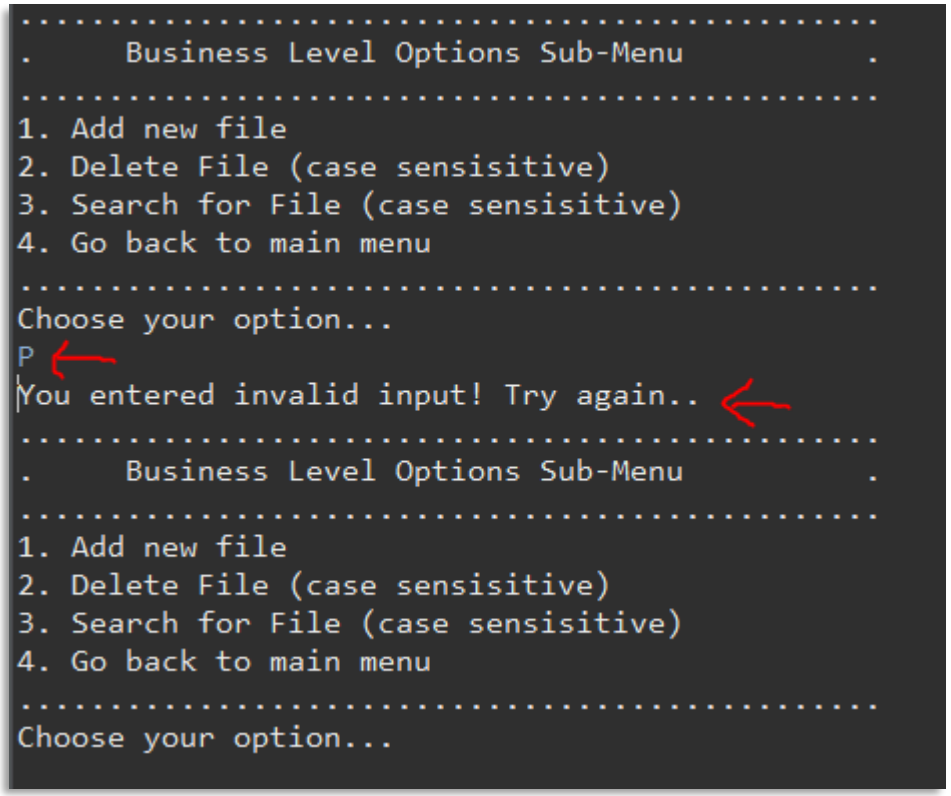
Expected Result: User enters an invalid data for the Business Level Options sub-menu. The program will indicate that the User entered invalid data, displays an error message, displays the menu again, and gives the User another opportunity to make a selection.

Outcome: **Pass - Handled exception as designed**

Test Case Input: P

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Business Options Sub-Menu option

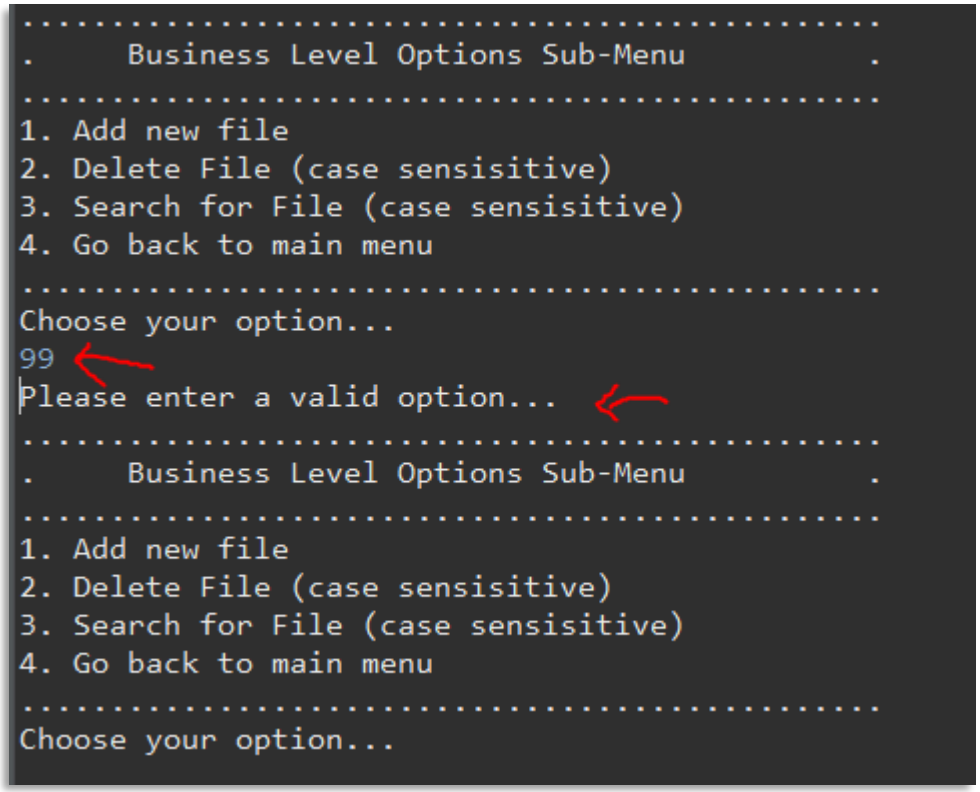
Expected Result: User enters an invalid data for the Business Level Options sub-menu. The program will indicate that the User entered invalid data, displays an error message, displays the menu again, and gives the User another opportunity to make a selection.

Outcome: **Pass - Handled exception as designed**

Test Case Input: 99

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Test Case Scenario: Non-valid Business Options Sub-Menu option

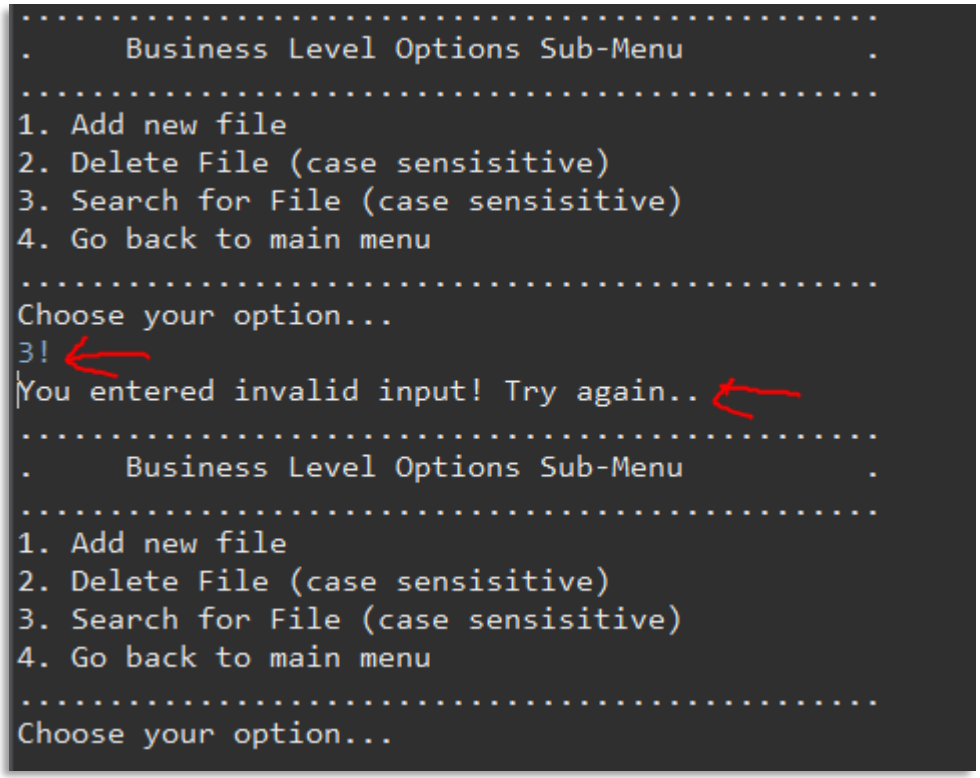
Expected Result: User enters an invalid data for the Business Level Options sub-menu. The program will indicate that the User entered invalid data, displays an error message, displays the menu again, and gives the User another opportunity to make a selection.

Outcome: **Pass - Handled exception as designed**

Test Case Input: 3!

Test Case Output:

Program Console



File Directory Structure: No need to display for this test

Future Improvement Areas

The current implementation does not include the following:

- The debug method `printDirectoryList()` has a noted bug, and will be fixed in a future release. The current implementation does not call this method.
- Further refine the code to use dedicated approach using `java.nio.file` package for all file I/O operations
- Formal JUnit testing
- Debugging logging

Perhaps future versions of this code will add these features later in the course.

Key Takeaways

I truly embraced the following concepts through this project:

- Static class methods
- Exception handling
- File Handling & the `java.nio.file` package (still learning)

GitHub Repository

I have pushed my code and associated documentation to the following GitHub repository:

https://github.com/niakelleyjester/simplilearn-projects/tree/main/Phase%201%20Projects/src/com/simplilearn/project/virtualkey