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| *LockedMe.com*  ( Project Specification & Scrum Details) |

*Version History*

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| Application Name | LockedMe.com |
| Developer Name | Hrishikesh Avhad |
| Purpose | To view code outputs on various user inputs |
| Product Version | 1.0 |

# Contents:

# 1.Modules

# 2.Sprint Details

# 3.Project Github Link

# 4. Project Code

1.Modules:

1. getFiles
2. addFiles
3. deleteFiles
4. searchFiles

# 2.Sprint Details:

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| Sprint Number | Modules |
| 1 | 1.Getting All the files  2.Adding the new file |
| 2 | 3.Delete the specified file  4.Search a file |
| 3 | Testing  Deployment(Creating a jar file) |

2.Project Github Link:

Project Code:

Folder Structure:

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| FileManagerLM.java |
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| LMmainClass.Java |
| **package** lockedmepkg;  **import** java.util.ArrayList;  **import** java.util.List;  **import** java.util.Scanner;  **public** **class** LMmainClass {    //Giving the folderpath for input files  **static** **final** String ***folderpath*** = "F:\\Phase1project\\FilesLockedMe";  **public** **static** **void** main(String[] args)  {  **try** {  **int** proceed=1;  **do**  {    // variables  Scanner sc = **new** Scanner(System.***in***);  **int** chr =1 ;    *DisplayMenu*();  System.***out***.println("Enter your choice :");  chr = Integer.*parseInt*(sc.nextLine());    **switch**(chr)  {  **case** 1: *getFiles*();  **break**;  **case** 2: *addFiles*();  **break**;  **case** 3: *deleteFiles*();  **break**;  **case** 4: *searchFile*();  **break**;  **case** 5: System.***out***.println("Exited from the Menu");  System.*exit*(0);  **break**;  **default**:System.***out***.println("Invalid Option");  **break**;    }  }**while**(proceed>0);    }  **catch** (Exception ex)  {  System.***out***.println("Please check the option numbers above");    }  }    **public** **static** **void** DisplayMenu()  {  System.***out***.println("~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~");    System.***out***.println("\t\tLockedMe.com");  System.***out***.println("~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~");  System.***out***.println("1.Display all the files");  System.***out***.println("2.Add a file");  System.***out***.println("3.Delete a file");  System.***out***.println("4.Search a file");  System.***out***.println("5.Exit");  System.***out***.println("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");      }  /\*\*  \* This method returns all the file names from the folder  \*/  **public** **static** **void** getFiles()  {  //getting file names  List<String>FileNames = FileManagerLM.*getFiles*(***folderpath***);    **if**(FileNames.size()==0)  System.***out***.println("The directory does not have files");  **else**  System.***out***.println("File List:");  **for**(String k :FileNames)    System.***out***.println(k);  }    /\*\*  \* To add user specified file  \*/  **public** **static** **void** addFiles()  {  //Variable Declaration  String FileName;  **int** linesCount;  List<String>content = **new** ArrayList<String>();  Scanner sc = **new** Scanner(System.***in***);    //Reading file-names from user  System.***out***.println("Enter the file name:");  FileName = sc.nextLine();    //Read no. of lines in a file from user  System.***out***.println("Enter number of lines in the file");  linesCount = Integer.*parseInt*(sc.nextLine());    //Reading the lines  **for**(**int** i=1;i<=linesCount;i++)  {System.***out***.println("Enter line " +i+ ":" );  content.add(sc.nextLine());  }  //saving the content into the file  **boolean** isSaved = FileManagerLM.*addFiles*(***folderpath***, FileName, content);    **if**(isSaved)  System.***out***.println("File & content saved");  **else**  System.***out***.println("Error: file not saved. Please contact admin@lockedme.com");      }      /\*\*  \* To delete user specified file  \*/  **public** **static** **void** deleteFiles()  {  String FileName;  Scanner sc = **new** Scanner(System.***in***);  System.***out***.println("Enter the file to be deleted:");  FileName = sc.nextLine();    //obtaining the file to be deleted & checking its validity using boolean  **boolean** isDeleted = FileManagerLM.*deleteFile*(***folderpath***, FileName);    **if**(isDeleted)  System.***out***.println("File deleted");  **else**  System.***out***.println("File Not Found or access error occured");    }    /\*\* To search a user specified file  \*  \*/  **public** **static** **void** searchFile()  {    String fileName;  Scanner sc1 = **new** Scanner(System.***in***);  System.***out***.println("Enter the file to be searched:");  fileName = sc1.nextLine();    //obtaining the file to be searched & checking its validity using boolean  **boolean** isFound = FileManagerLM.*searchFile*(***folderpath***, fileName);    **if**(isFound)  System.***out***.println("File exists in the folder");  **else**  System.***out***.println("No such File found in the folder");    }  } |