LockedMe
Project Specifications and Sprint works

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Purpose	Screenshot of the Application
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Version	1.0

Modules in the Project

1. Display all Files
2. Add a file
3. Delete a file
4. Search a file

Sprint Work

Sprint Number	Modules
1	Display All Files Add a new File

2	Delete a file Search a file Testing

Java Technologies used:

- Exception Handling.
- Working with Files
- Naming Standards
- Modularity
- Oops
- Collections
- Control Structure
- Data Structures

Project link in GitHub: https://github.com/Sai153793/lokedme-project.git

Project Code:

Sprint Planning and Task completion:

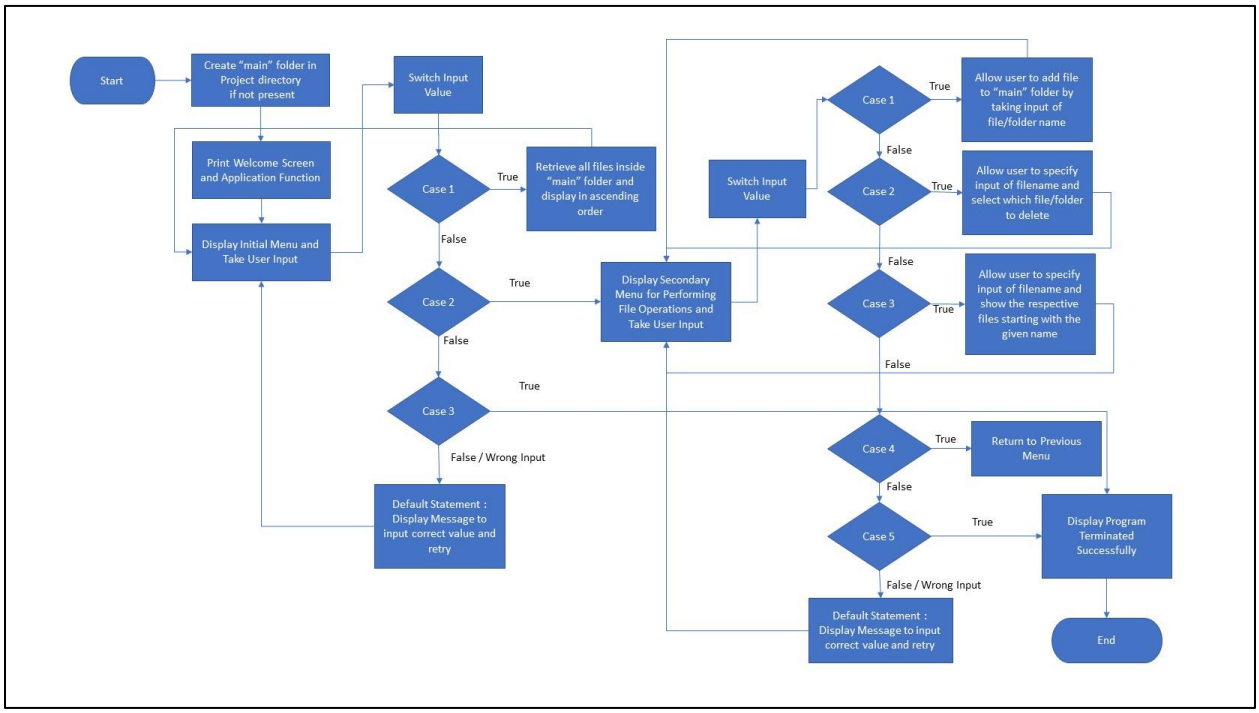
The project is planned to be completed in 2 sprints. Tasks assumed to be completed in the sprint are:

- **Creating the flow of the application**
- **Initializing git repository to track changes as development progresses.**
- **Writing the Java program to fulfill the requirements of the project.**
- **Testing the Java program with different kinds of User input**
- **Pushing code to GitHub.**
- **Creating this specification document highlighting application capabilities, appearance, and user interactions.**

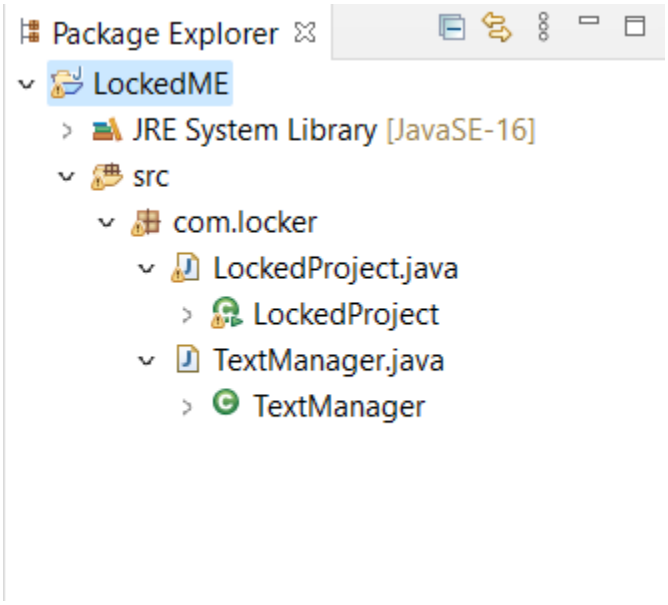
Process to create new project in the eclipse:

- **Open Eclipse**
- **Go to File -> New -> Project -> Java Project -> Next.**
- **Type in any project name and click on "Finish."**
- **Select your project and go to File -> New -> Class.**
- **Enter LockedMeMain in any class name, check the checkbox "public static void main(String[] args)", and click on "Finish."**

Flow of Application:



Folder Structure:



LockedMe code :

```
package com.Lockedme;

import java.util.ArrayList;
import java.util.Arrays;
import java.util.List;
import java.util.Scanner;
public class LockedMeProject
{
	static final String folderpath="D:\\my java\\Myphase1project\\LockedMeFiles";
//	private static final FileManager LockedMeMain = null;
	private static final int case1 = 0;

	public static void main(String[] args) {
		int proceed=1;
		do
		{

		//Variable decleration
		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:addFiles();
                break;
              case 3:deleteFiles();
                break;
              case 4:searchFiles();
                break;
              case 5:System.exit(0);
                break;
              default: System.out.println("Invalid Option");
                break;
            }
            }while(proceed>0);
      }



            public static void displayMenu(){

      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 files");
                  System.out.println("3.Delete a file");
                  System.out.println("4.Search a files");
                  System.out.println("5.Exit");

      System.out.println("************************************************************
");
```

```
      }
         public static void getAllFiles() {
   // code to get filenames.
List<String> fileNames = FileManager.getAllFiles(folderpath);
if(fileNames.size()==0)
   System.out.println("No files in the directory");
else
{
   System.out.println("file List is below:/n");
    for(String f:fileNames)
   System.out.println(f);
         }
   }
         public static void addFiles() {
//code for adding a files.
Scanner obj = new Scanner(System.in);
String filename;
int linesCount;
List<String> content = new ArrayList<String>();

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

//Read number of lines from user
   System.out.println("Enter how many lines in the 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 the content into the file
     boolean isSaved = FileManager.createFiles(folderpath, filename, content);
  if(isSaved)
     System.out.println("file and data saved successfully");
  else
     System.out.println("some error occured.Please contact admin@sai.com");

//Close scanner object

          }

  public static void deleteFiles() {
      //code for deleting a file
         String fileName;
         Scanner obj=new Scanner(System.in);
         System.out.println("Enter file name to be deleted:");
         fileName=obj.nextLine();

         boolean isDeleted=FileManager.deleteFile(folderpath,fileName);

         if(isDeleted)
           System.out.println("File deleted successfully");
         else
           System.out.println("Either file not there or some access issue");
```

```
      }
    public static void searchFiles() {
      //code for searching a file
          String fileName;
          Scanner obj=new Scanner(System.in);
          System.out.println("Enter file name to be searched:");
          fileName=obj.nextLine();

          boolean isFound=FileManager.searchFile(folderpath,fileName);

          if(isFound)
            System.out.println("File is present in the folder");
          else
            System.out.println("File is not present in the folder");
    }
}
```

File Manager Code :

```
package com.Lockedme;
import java.io.File;
import java.io.FileFilter;
import java.io.FileWriter;
import java.util.ArrayList;
import java.util.List;

public class FileManager
{
      /**
       * This method will return the files names from the folder.
```

```
	 * @param folderpath
	 * @return List<String>
	 */
	public static List<String> getAllFiles(String folderpath)
	{
		File fl = new File(folderpath);
		//getting all the files into FileArray
		File[] listofFiles = fl.listFiles();
		//declare a list to store file names
		List<String> fileNames = new ArrayList<String>();

		for (File f:listofFiles) //Using ForEach to get the file names
			fileNames.add(f.getName());
		return fileNames;
	}
	/**
	 * This method will create or append content into the file specified.
	 * @param folderpath
	 * @param filename
	 * @param content
	 * @return boolean
	 */
	public static boolean createFiles(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 filename if it exist.
 * @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 the folder.
	 * @param folderpath
	 * @param fileName
	 * @return
	 */
	public static boolean searchFile(String folderpath, String fileName)
	{
		//adding folderpath with filename and creating file object
		File file=new File(folderpath+"//"+fileName);
		if(file.exists())
			return true;
		else
			return false;
	}
}
```

How to push the code to Git Hub Repository :

- Open your command prompt and navigate to the folder where you have created your files.
    - **cd <folder path>**
- Initialize repository using the following command:
    - **git init**
- Add all the files to your git repository using the following command:
    - **git add .**
- Commit the changes using the following command:

- **git commit . -m <commit message>**

- Push the files to the folder you initially created using the following command:

  - **git push -u origin master**

Conclusion:

Further enhancements to the application can be made which may include:

- **Conditions to check if user is allowed to delete the file or add the file at the specific locations.**
- **Asking user to verify if they really want to delete the selected directory if it's not empty.**
- **Retrieving files/folders by different criteria like Last Modified, Type, etc.**
- **Allowing user to append data to the file.**