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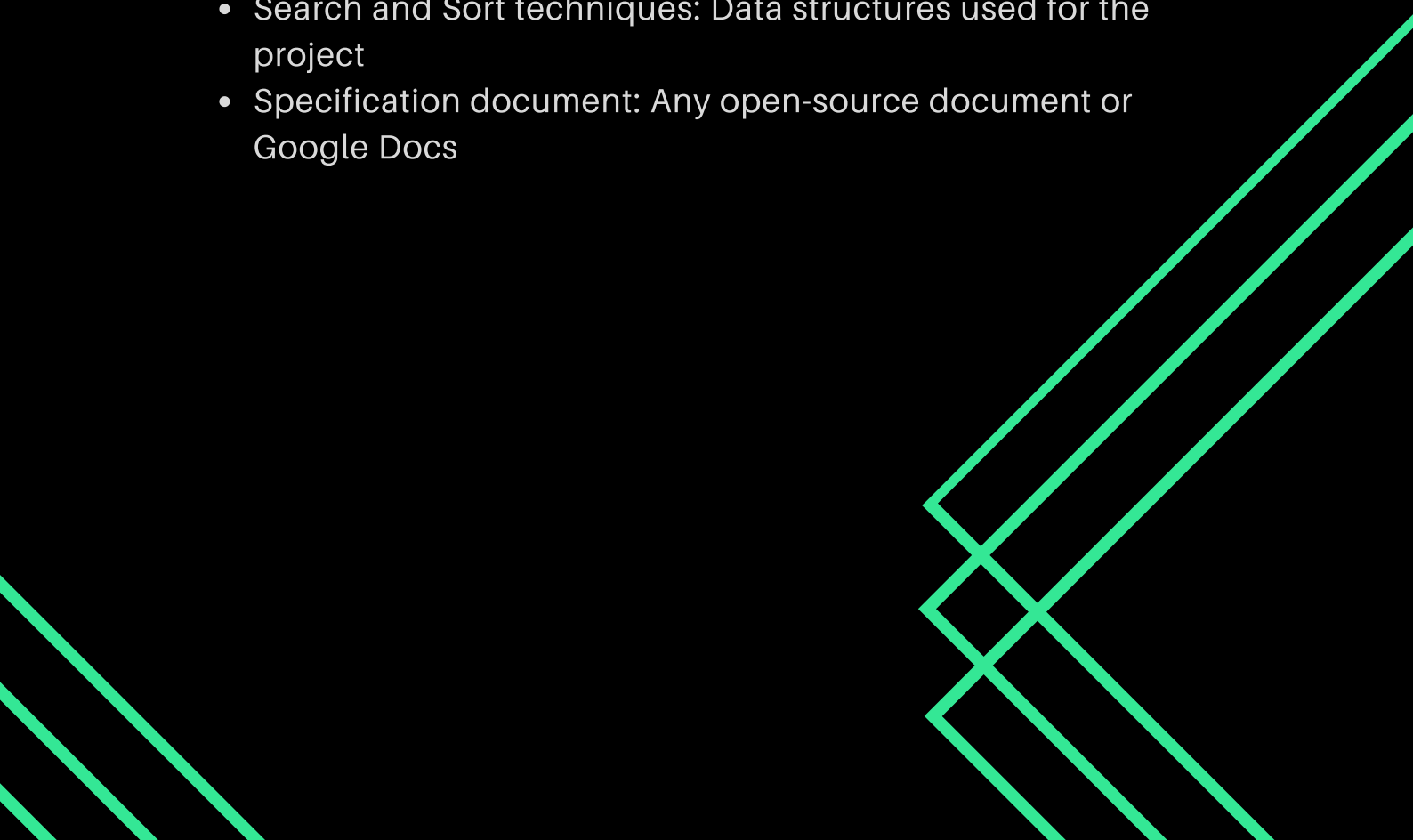
# **VIRTUAL KEY REPOSITORY S (LOCKEDME.COM) PROJECT**

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# Project objective:

As a Full Stack Developer, complete the features of the application by planning the development in terms of sprints and then push the source code to the GitHub repository. As this is a prototyped application, the user interaction will be via a command line.

## We must use the following:

- Eclipse/IntelliJ: An IDE to code for the application
  - Java: A programming language to develop the prototype
  - Git: To connect and push files from the local system to GitHub
  - GitHub: To store the application code and track its versions
  - Scrum: An efficient agile framework to deliver the product incrementally
  - Search and Sort techniques: Data structures used for the project
  - Specification document: Any open-source document or Google Docs
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- The bottom right corner of the slide features several overlapping, parallel lines in a vibrant orange-red color. These lines are oriented diagonally, creating a dynamic, abstract geometric pattern that adds a modern touch to the design.

# About Project

The project is planned to be completed in 1 sprint.

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.

# About Project Code

## Core concepts used in project

Collections framework, File Handling, Sorting, Flow Control, Recursion, Exception Handling, Streams API.

To demonstrate the product capabilities, below are the sub-sections configured to highlight appearance and user interactions for the project:

- 1 Creating the project in Eclipse.
- 2 Writing a program in Java for the entry point of the application(LockedMeMain.java)
- 3 Writing a program in Java to display Menu options available for the user (MenuOptions.java)
- 4 Writing a program in Java to handle Menu options selected by user (HandleOptions.java)
- 5 Writing a program in Java to perform the File. operations as specified by user (FileOperations.java)
- 6 Pushing the code to GitHub repository.

# Flow Of the App

