LockedMe.com

(Source code)

Version History:

Author	Vignesh E
Purpose	Project Code
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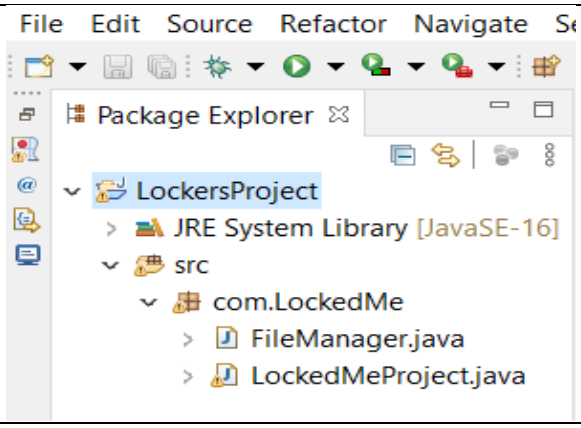
Version	0.1 Beta

1. Project Code

1. Folder Structure:



2. FileManager.java

```
package com.LockedMe;

import java.io.File;
import java.io.FileWriter;
import java.util.ArrayList;
import java.util.List;

public class FileManager
{
	/**
	 * This method will return the file names from the folder
	 * @param folderpath
	 * @return List<String>
	 */
	public static List<String> getAllFiles(String folderpath)
	{
		//Creating File Object
		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)
                  fileNames.add(f.getName());

                  //return the list
                  return fileNames;
      }

      /**
       * This method will create or append content into the file
specified
       * @param folderpath
       * @param fileName
       * @param content
       * @return boolean
       */
      public static boolean addFiles(String folderpath,String fileName,
List<String> content)
      {
            try
            {
                  File fl = new File(folderpath, fileName);
                  FileWriter fw = new FileWriter(fl);

                  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 exist.
       * @param folderpath
       * @param fileName
       * @return
       */
      public static boolean deleteFile(String folderpath, String
fileName)
      {
            //adding folderpath with file name and creating file object
            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 file name and creating file object
            File file = new File(folderpath+"\\"+fileName);

            if(file.exists())
                  return true;
            else
                  return false;
      }

}
```

3. LockedMeProject.java

```
package com.LockedMe;

import java.io.File;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.Collections;
import java.util.List;
import java.util.Scanner;

public class LockedMeProject
{
      static final String
folderpath="C:\\Users\\Vigne\\Documents\\SIMPLI LEARN\\COURSE 2
Implement OOPS using JAVA with Data Structures and Beyond\\Phase 1-My
Project\\File Directory";
      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;
                  }

            //obj.close();

            }while(proceed>0);
      }

      /**
       * List of Files
       */
      public static void displayMenu()
      {

      System.out.println("~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~");
            System.out.println("\t\tLockedMe.com");
            System.out.println("\t      Lockers Pvt. Ltd.");

      System.out.println("~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~");
            System.out.println("1. List of 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("~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~");
            Scanner obj = new Scanner(System.in);

      }
      /**
       * List files in ascending order
```

```
	 * @param folderpath
	 */

	public static void sortFile(String folderpath)
	{
		File fileDir = new File(folderpath);
		System.out.println(folderpath);
		List<String> listFile = Arrays.asList(fileDir.list());
		Collections.sort(listFile);
		System.out.println("---------");
		System.out.println("Sorting by filename in ascending
order");
		for(String s:listFile)
		{
			System.out.println(s);
		}
	}
	/**
	 * List of Files
	 */
	public static void getAllFiles()
	{
		// To Get File Names
		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);
		}
	}

	/**
	 * To Create a file
	 */

	public static void createFiles()
	{
		//Add New File

		//Variable Declaration
		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.addFiles(folderpath, fileName,
content);

            if(isSaved)
                  System.out.println("File and data saved
successfully");
            else
                  System.out.println("Some error occured. Please contact
admin@lockedme.com");

            //System.out.println("Enter any character to proceed");
            //String data=obj.nextLine();

            //close scanner object
                  //obj.close();
      }

      /**
       * To Delete File
       */

      public static void deleteFile()
      {
            //Delete 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");
      }

      /**
       * To Search File
       */
```

```
	public static void searchFile()
	{

		//Search 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");
	}
}
```