

LockedMe.com

(Sprint work and Project Specification)

Version History:

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Purpose	Sprint Details and Project Details
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1. Modules in the Project

1. List of Files
2. Add New File
3. Delete a File
4. Search a File

2. Java Technologies used

1. Exception Handling
2. Working with files
3. Naming Standards
4. Modularity
5. Object Oriented Program
6. Collections
7. Control Structures

3. Sprint wise Work

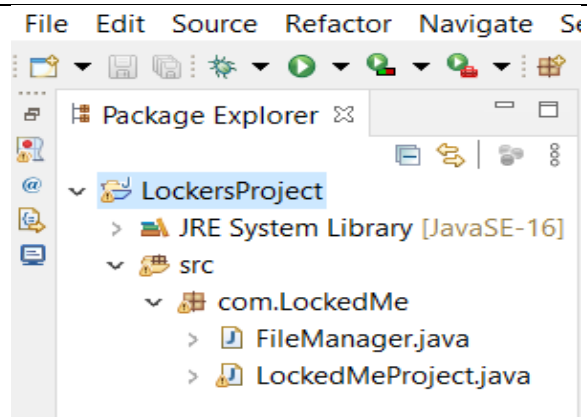
Sprint Number	Modules
1	<ul style="list-style-type: none">• List of Files• Add New File
2.	<ul style="list-style-type: none">• Delete a File• Search a File• Testing• Deployment (Creating a JAR file)

4. Project Link

Repository Name:
Phase-1-My-Java-Project
GitHub Link:
https://github.com/Vitsme/Phase-1-My-Java-Project

5. 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 f1 = new File(folderpath);

        //Getting all the files into FileArray
        File[] listofFiles = f1.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 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 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\t\t\tLockers 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 ocured. 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");
    }
}

```