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| **LockedMe.com**  **(Sprint work and Project Specification)** |

**Version History:**

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| Author | Vignesh E |
| Purpose | Sprint Details and Project Details |
| Date | 14th Aug 2021 |
| Version | 0.1 Beta |

# Modules in the Project

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

# Sprint wise Work

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| **Sprint Number** | **Modules** |
| 1 | * List of Files * Add New File |
| 2. | * Delete a File * Search a File * Testing * Deployment (Creating a JAR file) |

# Project Link

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| Repository Name: |
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| GitHub Link: |
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# Project Code

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| 1. **Folder Structure:** |
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| 1. **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**;  }    } |

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| 1. **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");  }  } |