Lockedme.com

Application specification

Author	Abdulaziz Alhadlag
Purpose	Application specification
Date	10/08/2021
Version	1

CONTENTS

MODULES IN THE PROJECT

APPLICATION MENU

a. This Module will show the Landing Page of the Application

DISPLAY ALL FILES

b. This Module will print out the files in the folder path in ascending order

ADD FILE

c. This module will allow the user to add a file.

DELETE FILE

d. This module will allow the user to delete a file.

SEARCH FILE

e. This module will allow the user to add a file.

SPRINTS PLANNING

Sprint Number	Modules
1	Application Menu
2	Display all Files
3	Add File Delete File Search File Testing Deployment

PROJECT GITHUB LINK

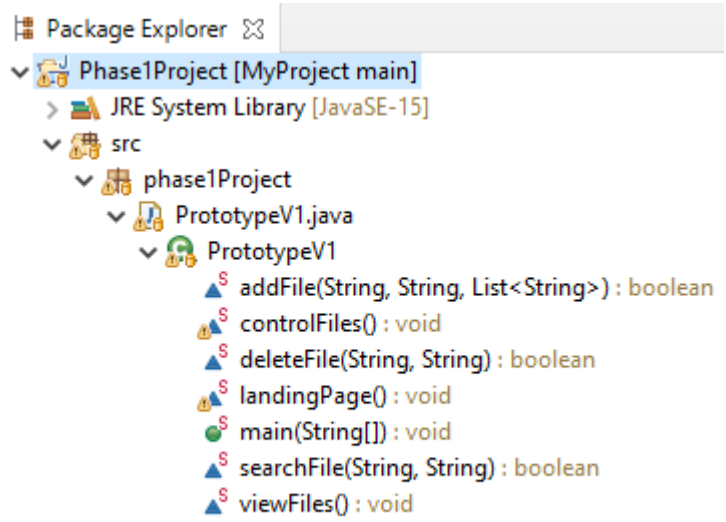
REPOSITORY NAME
Java Project
GITHUB LINK
https://github.com/akhadlag/JavaProject

JAVA TECHNOLOGIES USED

- Exception Handling
- Working with files
- Naming Standards
- Modularity
- Object Oriented Programming
- Collections
- Control Structures
- Data Structures

PROJECT CODE

FOLDER STRUCTURE



PROTOTYPE1

```
package phase1Project;
import java.util.Scanner;
import java.io.File;
import java.io.FileWriter;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.Collections;
import java.util.List;
public class PrototypeV1 {

	public static void main(String[] args) {

	// We Start the prototype calling the landing page and from there we take the users input for what he wants to do

		landingPage();

		}
```

```
        // The Methods to be used in the prototype



        /**
         * this method will show the landing page and ask the user to choose from the landing page
         */
        static void landingPage() {

                // Printing the Prototype Landing Page and asking the user for an input


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

        System.out.println("**********************************************************************
***************");
                System.out.println();
                System.out.println();
                System.out.println();
                System.out.println("                    lockedme.com");
                System.out.println();
                System.out.println();
                System.out.println("              Please choose from the options below");
                System.out.println("                  1-To view the files");
                System.out.println("                  2-To Control the files");
                System.out.println("                  3-To Close the application");
                System.out.println();
                System.out.println();
                System.out.println("               Devolped by : Lockers Pvt. Ltd.");
                System.out.println();
                System.out.println();
                System.out.println();

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

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

```
        // Identifying the variable to be used in choosing the option and reading input from user
        Scanner obj = new Scanner(System.in);
        int mainch = Integer.parseInt(obj.nextLine());

        // switch case to choose from the landing page

                        switch (mainch) {
                        // case 1 will print out all of the files in the folderpath
                        case 1:
                                viewFiles();
                                        return;
                        // case 2 will show you the control files menu to choose form
                        case 2:
                                controlFiles();
                                        return;
                        // case 3 will exit the prototype
                        case 3:
                                System.exit(0);
                                        return;
                        // if the input is invalid the system will show the below message
                        default:
                                System.out.println("Please Enter a Valid Number");
                                landingPage();
                        }


}


 /**
  * this method prints out the control files menu and asks the user to choose what item he wants to do
  */
 static void controlFiles () {

            // printing out the control files menu and asking the user for an input
```

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

System.out.println("*********************************************************************************");
                    System.out.println();
                    System.out.println();
                    System.out.println();
                    System.out.println("                        Lockers Pvt. Ltd.");
                    System.out.println();
                    System.out.println();
                    System.out.println("                  Please choose from the options below");
                    System.out.println("                     1-To Add a New File");
                    System.out.println("                     2-To Delete an exiciting file");
                    System.out.println("                     3-To Search for a File");
                    System.out.println("                     4-to get back to the main menu");
                    System.out.println();
                    System.out.println();
                    System.out.println("                   Devolped by : Abdulaziz AlHadlag");
                    System.out.println();
                    System.out.println();
                    System.out.println();

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

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


                    // Reading input from user
                    Scanner obj = new Scanner(System.in);
                    int contch = Integer.parseInt(obj.nextLine());


                    // switch case to control the files


                    switch (contch) {
```

```
// case 1 will let the user add file
case 1 :
		// variable decleration
		String fn;
		int linescount;
		List<String> content = new ArrayList<String>();
		String folderpath ="C:\\Users\\hadlagak\\Desktop\\Test";

		// read file name from the user
		System.out.println("Enter the File name ");
		fn=obj.nextLine();
		//read number of lines from user
		System.out.println("Enter how many lines in the file");
		linescount=Integer.parseInt(obj.nextLine());
		// read content from the 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 = addFile(folderpath, fn, content);
		if (isSaved) {
			System.out.println("file and data is saved");
			controlFiles();
		}
		else {
			System.out.println("some error occured");
			controlFiles();
		}
		return;
// case 2 will let the user delete a file
case 2:
		// variable decleration and assigning the folderpath
		String filename;
		folderpath ="C:\\Users\\hadlagak\\Desktop\\Test";
		// ask the user to enter file name
		System.out.println("enter filename to be deleted");
```

```
                filename=obj.nextLine();

                // to check if the file exict in the folder it will delete it
                boolean isDeleted = deleteFile(folderpath, filename);
                if(isDeleted) {
                        System.out.println("File is Deleted");
                        controlFiles();
                }
                else {
                        System.out.println("Either file is not deleted or does not exict");
                        controlFiles();
                }

                return;
        // case 3 allows the user to search for a file
        case 3:
                // assign the folder path
                folderpath ="C:\\Users\\hadlagak\\Desktop\\Test";
                // ask the user to enter the file name
                System.out.println("enter filename to be searched for");
                filename=obj.nextLine();

                boolean isFound = searchFile(folderpath, filename);
                if(isFound) {
                        System.out.println("File is present");
                        controlFiles();
                }
                else {
                        System.out.println("Either file is not present");
                        controlFiles();
                }
                return;
        // returning to the landing page
        case 4:
                landingPage();
                return;
```

```
		default :
			 System.out.println("Please Enter a Valid Number");
			controlFiles();
		}
	}

	/**
	 * This method print out the file in the assigned path in ascending order
	 */
	static void viewFiles() {

		// Declaring the files path
		File fileDir = new File("C:\\Users\\hadlagak\\Desktop\\Test");
		// seraching the files and sorting them in ascending order
			if(fileDir.isDirectory()){
				// declare a list to store file names
				List<String> listFile = Arrays.asList(fileDir.list());
				Collections.sort(listFile);
				// printing out the results
				System.out.println("----------------------------------------");
				System.out.println("Here Are Your Files");
				for(String s:listFile){
					System.out.println(s);}}
			else{
				System.out.println(fileDir.getAbsolutePath() + " is not a directory");
			}
			//return the user to the landing page after showing the results

			System.out.println();
			System.out.println();
			System.out.println("----------------------------------------");
			System.out.println();
			System.out.println();
			landingPage();

			}
```

```
/**
 * this method allows the user to add new file
 */
static boolean addFile (String folderpath, String fn, List<String> content) {
	try {
		// creating new file
		File fl = new File (folderpath, fn);
		FileWriter fw = new FileWriter(fl);
		// creating the content in the file
		for (String s:content)
		{
			fw.write(s+"\n");
		}
		fw.close();
		return true;
	}
	catch(Exception Ex) {
		return false;
	}
}

 /**
 * this method allows the user to delete an exiting file
 */
 static boolean deleteFile (String folderpath, String filename) {
	// to look for the file needed
	File file = new File(folderpath+"\\"+filename);
	try {
		// to delete the file if exict
		if (file.delete())
			return true;
		else
			return false;
	}
	catch (Exception Ex) {
		return false;
```

```
                }

        }

        /**
         * this method allows the user to search for an exiting file
         */
        static boolean searchFile (String folderpath, String filename) {
                // to search for the file
                File file = new File(folderpath+"\\"+filename);
                if (file.exists())
                        return true;
                else
                        return false;
                                                }


}
```