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BATCH AND PHASE

MS FSD FEB 2022 COHORT 1- PHASE 1 Simplilearn

Technology

> Core Java and Data Structure

Java Concept Used

- > Java Object Oriented Programming
- > File handling
- > Exception Handling
- > Java Collection
- ➤ Access Modifiers
- ➤ Control Structure
- > Naming Standard
- > Re-usability

Project Folder Structure

Source Code

ClientApp.java

```
package simplilearn_phase1proj;
import java.util.Scanner;
* Class Name: ClientApp
* This contain main of application
* Inside class
* Method Name: main
* Inside method:
* 1. Display welcome screen and main menu
* 2. Take input from user form menu options
* 3. Perform action according to user input
* a.Retrieve all file
* b.Add the file
* c.Delete the file
* b.Search file
* c.Exit
* @author Akshaykumar Chormule
*/
final class ClientApp {
        public static void main(String[] args) {
                 Scanner scan = new Scanner(System.in);
                 int choice;
                 do {
                 LockedMe.displayMenu();
                 System.out.println("Enter your Choise");
                 choice = Integer.parseInt(scan.nextLine());
                 switch(choice) {
                 case 1: LockedMe.getAllFiles();
                                     break;
                 case 2: LockedMe.addFiles();
                                     break;
                 case 3: LockedMe.deleteFile();
                                     break;
                 case 4: LockedMe.searchFile();
                                     break;
                 case 5: System.exit(0);
                                     break;
                 default: System.out.println("You Entered Invalid Input");
                 }while(choice>0);
                 scan.nextLine();
                 scan.close();
```

LockedMe.java

```
package simplilearn_phase1proj;
import java.io.File;
import java.io.FileWriter;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.List;
import java.util.Scanner;
public class LockedMe {
       static Scanner scan = new Scanner(System.in);
       static final String filesPath="F:\\JavaClass\\Day9ProjectPhase1\\Files";
                  This method display the menu
        */
        public static void displayMenu() {
                  System.out.println("**********************************);
                  System.out.println("\tWelcome to LockedMe.com Secure App");
                  System.out.println("\tDeveloped by: Akshaykumar Chormule");
                  System.out.println("*****
                  System.out.println("\t\t1. Display all files");
                  System.out.println("\t\t2. Add new files");
                  System.out.println("\t\t3. Delete a file");
                  System.out.println("\t\t4. Search file");
                  System.out.println("\t\t5. Exit");
                  System.out.println("***********************************):
        * This method retrieve all the files
        public static void getAllFiles() {
                  File file = new File(filesPath);
                  File[] listOfFiles = file.listFiles();
                  if(listOfFiles.length>0) {
                           System.out.println("Below are the files");
                  for(var I:listOfFiles) {
                           System.out.println(l.getName());
                  }else {
                            System.out.println("The mentioned Folder is an Empty");
        * This method create the new file
        public static void addFiles() {
                  try {
                  String fileName;
                  //Read the input from user
                  System.out.println("Please Enter the file name");
                  fileName=scan.nextLine();
```

```
System.out.println("How may line want to write?");
          int lineCount = Integer.parseInt(scan.nextLine());
          System.out.println("Enter file content here");
          FileWriter fw = new FileWriter(filesPath + "\\" + fileName+".txt");
          //Read the line by line from user
          for(int i=0;i<lineCount;i++) {</pre>
                    fw.write(scan.nextLine()+"\n");
          System.out.println("File is created successfully");
          fw.close();
          catch(Exception ex) {
          }
//added utility file for reference to make it dynamic
* This method check file is present in file folder
* @param fileName String
* @return boolean
public static boolean chekFilesExists(String fileName) {
          ArrayList<String> allFiles = new ArrayList<String>();
          File folder = new File(filesPath);
          File[] listOfFiles = folder.listFiles();
  if(listOfFiles.length>0) {
           for(var I:listOfFiles) {
                    allFiles.add(l.getName());
  return allFiles.contains(fileName);
* This method search the file
public static void searchFile() {
          try {
                    System.out.println("Enter the file name to be Searched");
                    String fileName = scan.nextLine();
                    //To get all the files into the list
                    ArrayList<String> allFiles = new ArrayList<String>();
                    File folder = new File(filesPath);
                    File[] listOfFiles = folder.listFiles();
            if(listOfFiles.length>0) {
```

```
for(var I:listOfFiles) {
                                       allFiles.add(l.getName());
                    if(allFiles.contains(fileName+".txt")) {
                                       //System.out.println("File exit at
"+folder.getAbsolutePath()+"\\"+fileName+".txt");
                             System.out.println("File is available");
                    }else {
                             System.out.println("file not found");
                  catch(Exception ex) {}
        public static void deleteFile() {
                  File file = new File(filesPath);
                  List<String> list = Arrays.asList(file.list());
                  System.out.println("Enter name of file need to delete");
                  try {
                             String fileName = scan.nextLine()+".txt";
                             if((list.contains(fileName))) {
                                       File filedelete = new File(filesPath+"\\"+fileName);
                                       filedelete.delete();
                                       System.out.println(filedelete.getName()+" is deleted
successfully\n");
                             else
                                       System.out.println("File does not Exists");
                  catch(Exception ex) {
                             System.out.println("Unable to download the. Please contact Admin");
```

Project Screen Shot

> Welcome Screen and main menu

> Option-1 : Retrieve all files

> Option-2: Add New File

> Option-3: Delete File

> Option-4: Search File

> Option-3: Exit application

Git Repository URL

> https://github.com/akshaychromule61/LockedMe.com Phase1