SIMPLIEARN PROJECT: SCREENSHOTS

Alexandra Arseni, Vodafone
alexandra.arseni@vodafone.com

C2 General

Contents

Personal Information:..... 2

About This document..... 2

Normal execution..... 2

Main Menu:..... 2

Submenu:..... 3

Irregular user input:..... 4

Personal Information:

Name: Alexandra Arseni

Email: alexandra.arseni@vodafone.com

Github URL: alexarseni/PhaseEndProject (github.com)

About this document

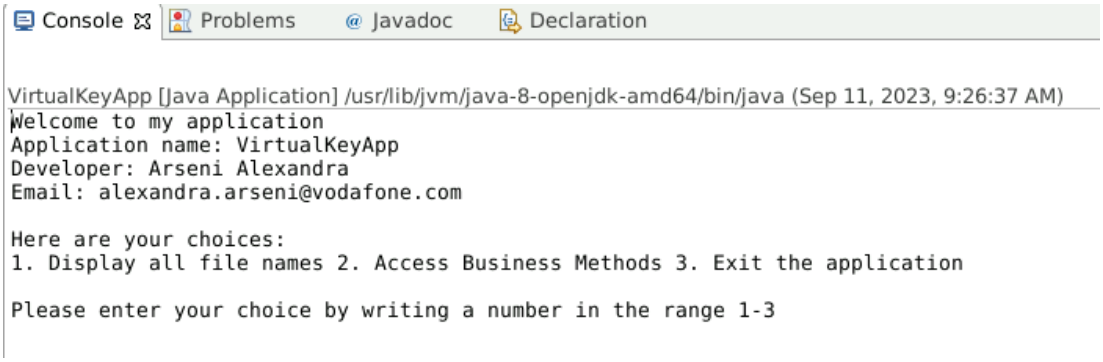
This document contains the screenshots from the application's execution. In the first part, all the screenshots have been obtained using the correct user input. In the second part, we can see how the application behaves when the user types irregular input.

Note: the code has been tested in the provided lab's environment. The code has not been tested in a windows environment.

Normal execution

In this document screenshots from the code's normal execution will be showcased.

When the Run button is clicked, the welcome screen is displayed and the user is prompted with the main menu's possible choices.



Main Menu:

When the user selects the first choice by writing the number 1 through the keyboard, a list of all files in the destination directory is displayed in ascending order:

```
Please enter your choice by writing a number in the range 1-3
1
alex.txt
file2.txt
maria.txt

Please enter your choice by writing a number in the range 1-3
```

If there are no files to display, the corresponding message is displayed to the user:

```
Please enter your choice by writing a number in the range 1-3
1
There are no files to display

Please enter your choice by writing a number in the range 1-3
```

When the user selects the second choice by typing the number 2 on the keyboard, the execution is transferred to the submenu method.

```
Please enter your choice by writing a number in the range 1-3
2
Here are the sub-menu choices:
1. Add a file 2. Delete a file 3. Search for a file 4. Exit the submenu

Please enter your choice by writing a number in the range 1-4
```

Submenu:

By typing the number 1 on the keyboard, the user will be prompted to type the name of the file to be added.

```
Please enter your choice by writing a number in the range 1-4
1
Please type the name of the file you want to add
some-file
File some-file created successfully

Please enter your choice by writing a number in the range 1-4
```

If a file with the same name already exists, the user is notified accordingly

```
Please enter your choice by writing a number in the range 1-4
1
Please type the name of the file you want to add
maria.txt
The file already exists

Please enter your choice by writing a number in the range 1-4
```

When the user types the number 2 on the keyboard, he is prompted to type the name of the file he wants to delete.

```
Please enter your choice by writing a number in the range 1-4
2
Please type the name of the file you want to delete.
alex.txt
File deleted sucessfully

Please enter your choice by writing a number in the range 1-4
```

If the file does not exist, and therefore cannot be deleted, the user will be notified accordingly.

```
Please enter your choice by writing a number in the range 1-4
2
Please type the name of the file you want to delete.
alex.txt
The file you want to delete does not exist

Please enter your choice by writing a number in the range 1-4
```

When the user selects the 3rd choice, he is again prompted to enter the name of the file that he wants to search for. The search is case sensitive.

```
Please enter your choice by writing a number in the range 1-4
3
Please type the name of the file you want to search for.
maria.txt
Found the file you are searching for

Please enter your choice by writing a number in the range 1-4
```

If the file does not exist, the user is notified accordingly.

```
Please enter your choice by writing a number in the range 1-4
3
Please type the name of the file you want to search for.
alex.txt
The file you are searching for does not exist

Please enter your choice by writing a number in the range 1-4
```

Irregular user input:

Here we will showcase some screenshots the depict how the code behaves when the user types an incorrect input.

1. Not a number

   If, when prompted to type a number, the user inputs a string instead, an InputMismatch exception is thrown and handled. The user is notified accordingly.

```
Please enter your choice by writing a number in the range 1-3
notanumber
What you typed was not a number. Try again

Please enter your choice by writing a number in the range 1-3
```

```
Please enter your choice by writing a number in the range 1-3
1numbernospace
What you typed was not a number. Try again

Please enter your choice by writing a number in the range 1-3
```

2. Number Out of Range:
   Here the user has typed a number greater than 3. The user is notified that the number needs to be inside the correct range.

```
Please enter your choice by writing a number in the range 1-3
7
The number you typed is out of range
Please enter your choice by writing a number in the range 1-3
```

3. If the user inputs two or more words and/or numbers separated by a space, only the first one will be taken into account and will affect the execution of the code. Anything that follows a spacebar will be ignored by the application. Here are some examples:

```
Please enter your choice by writing a number in the range 1-3
numbeafter 2
What you typed was not a number. Try again

Please enter your choice by writing a number in the range 1-3
```

```
Please enter your choice by writing a number in the range 1-3
2 wordwithspace
Here are the sub-menu choices:
1. Add a file 2. Delete a file 3. Search for a file 4. Exit the submenu

Please enter your choice by writing a number in the range 1-4
```

```
Here are your choices:
1. Display all file names 2. Access Business Methods 3. Exit the application

Please enter your choice by writing a number in the range 1-3
1 2
alex.txt
maria.txt
random

Please enter your choice by writing a number in the range 1-3
2 3
Here are the sub-menu choices:
1. Add a file 2. Delete a file 3. Search for a file 4. Exit the submenu

Please enter your choice by writing a number in the range 1-4
```