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## 1. GitHub Link

**<https://github.com/arjidileepkumar/LockedMe.git>**

## 2. File Manager .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 and the folder
     * @param folderpath
     * @return
     */
    public static List<String> getAllFiles(String folderpath)

    {

        //Creating File Object
        File f1 = new File (folderpath);

        //Getting all files into File array
        File [] listOfFiles = f1.listFiles();

        //Declare a list to store file names
        List<String> fileNames = new ArrayList<String>();

        for (File f:listOfFiles)
```

```

        fileName.add(f.getName());

        //return the list
        return fileName;

    }

    /**
     * this method will create or append content in the folder
     * @param folderpath
     * @param fileName
     * @return
     */
    public static boolean addFiles(String folderpath,String fileName,List<String> content)

    {
        try
        {
            File f = new File(folderpath,fileName);
            FileWriter fw =new FileWriter(f);
            for (String s:content)
            {
                fw.write(s+"\n");
            }
            fw.close();
            return true;
        }
        catch(Exception Ex)
        {

```

```
        return false;
    }

}

/**
 * This method will delete the content in the folder
 * @param folderpath
 * @param fileName
 * @return
 */
public static boolean deleteFile(String folderpath, String fileName)
{
    //adding folder with file name and folderpath
    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 content in the folder
 * @param folderpath
 * @param fileName
 * @return
 */
public static boolean searchFile(String folderpath, String fileName)
{
    //adding folder with file name and folderpath
    File file = new File(folderpath+"\""+fileName);
    try
    {
        if(file.exists())
            return true;
        else
            return false;
    }
    catch(Exception Ex)
    {
        return false;
    }
}
```

### 3. Locked Me Main menu

```
package com.lockedme;

import java.util.ArrayList;
import java.util.List;
import java.util.Scanner;

public class LockedMe {

    // creating a folder path
    static final String folderpath="G:\\My project phase 1\\LockedMeFiles";

    // main menu calling for other methods
    public static void main(String[] args)
    {
        int proceed=1;
        //do while looping for menu display reapeetly
        do
        {

            //variable declaration
            int d;

            //Display Menu
            d= displayMenu();

            // switch case to calling the methods
            switch(d)
            {
```

```
        case 1 : getAllFiles();
                                break;

        case 2 : addFiles();
                                break;

        case 3 : deleteFile();
                                break;

        case 4 : searchingFiles();
                                break;

        case 5 : System.exit(0);
                                break;

        default : System.out.println("Invalid option");
                                break;

    }
}
```

```
}while(proceed>0);
```

```
}
```

```
public static int displayMenu()
```

```
{
```

```
    //variable declaration
```

```
    Scanner s = new Scanner(System.in);
```

```
    int d;
```

```
    //Menu
```

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

```
    System.out.println("\t\tcompanyLockerpvt.Ltd");
```



```
System.out.println("=====");
System.out.println("1.Display all files");
System.out.println("2.add new files");
System.out.println("3.Delete a file");
System.out.println("4.Search a file");
System.out.println("5. Exit");
System.out.println("=====");
```

```
System.out.println("Enter your choice:");
d= Integer.parseInt(s.nextLine());
return d;
```

```
}
```

```
/**
```

```
 * calling the get files into main method
```

```
 */
```

```
public static void getAllFiles()
```

```
{
```

```
    //Get files names
```

```
    List<String> fileNames = FileManager.getAllFiles(folderpath);
```

```
    for(String f:fileNames)
```

```
        System.out.println(f);
```

```
}
```

```
/**
```

```
 * calling adding files into main method
```

```
 */
```

```
public static void addFiles()

{
    //Adding files
    //Variable declaration
        Scanner s = 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 =s.nextLine();

        //Read number of lines from user
        System.out.println("enter how many lines in the file:");
        linesCount = Integer.parseInt(s.nextLine());

        //Read Lines from user
        for (var i=1;i<=linesCount;i++)
        {
            System.out.println("enter line"+i+":");
            content.add(s.nextLine());
        }

        //save the content into the file
        boolean isSaved = FileManager.addFiles(folderpath, fileName, content);

        if (isSaved)
            System.out.println("file and data saved sucessfully");
    }
```

```
        else

            System.out.println("some error occurred. please contact dileep");

        //s.close();

    }

    /**
     * deleting method added to main method
     */
    public static void deleteFile()

    {
        //variable declaration

        String fileName;

        Scanner s = new Scanner(System.in);

        //Read File name from the user

        System.out.println("enter file name:");

        fileName = s.nextLine();

        //deleting the file

        boolean isDeleted = FileManager.deleteFile(folderpath, fileName);

        if (isDeleted)

            System.out.println("File successfully deleted");

        else

            System.out.println("File is not there");

        //s.close();
    }
}
```

```
}
```

```
/**
```

```
 * searching method added to main method
```

```
 */
```

```
public static void searchingFiles()
```

```
{
```

```
    //Variable declaration
```

```
    String fileName;
```

```
    Scanner s = new Scanner(System.in);
```

```
    //Read file name from the user
```

```
    System.out.println("enter file name to be search:");
```

```
    fileName = s.nextLine();
```

```
    //searching the File
```

```
    boolean isSearched = FileManager.searcFile(folderpath, fileName);
```

```
    if (isSearched)
```

```
        System.out.println("File is present in the folder");
```

```
    else
```

```
        System.out.println("File is not present in the folder");
```

```
    //s.close();
```

```
}
```

```
}
```