**Step 1:** Create an Interface LockedMeScreen in package screens and declare three Abstract methods- showMenu(),navigateOption(int option) and getInputFromUser().

**Step 2:** Create a class WelcomeScreen which implements LockedMeScreen interface in same package and implement above abstract methods.

**Step 3:** Initailize Welcome Text, Developer Text and an ArrayList for Main Menu options

**Step 4:** Write a Constructor for displaying Main Menu options using above declared ArrayList of String which gets called on creating object of WelcomeScreen class in main method.

**Step 5:** Write a method showWelcomeMessage() for displaying Welcome Text and Developer Text which gets called first on starting execution of program.

**Step 6:** Write a showMenu() method for displaying Main Menu on Welcome screen using ArrayList of String.

**Step 7:** Write getInputFromUser() method to get input from user for Main Menu options which gets called after displaying Welcome Message.

**Step 8:** In getInputFromUser() method, create a getNavigateOption() method for handling invalid input using Exception Handling. Get input as integer with Scanner class in try block.In Exception Handling, handle InputMismatchException and IllegalArgumentException with catch block.

**Step 9:** Add one more method navigateOption(userInput) in getInputFromUser() method to get option from User using Switch Case. In Switch Case, write case 1 for displaying available file with showFiles() method, case 2 for navigating to File Operation Menu and default for invalid options from User.

**Step 10:** Create FileDirectory class in fuction package.Initailize static final String filepath as "src\\directory\\" and ArrayList of File.Then craete object of File passing filepath as argument.

**Step 11:** Write getName() method that return filenames present at filepath, showFiles() method for displaying files and method getFiles() for adding list of files to ArrayList of files and for retrieving sorted files available in directory folder.

**Step 12:** Create a class DirectoryFunctions in functions package and write a static method displayFiles() for displaying sorted files which gets called by creating object of FileDirectory class.

**Step 13:** Write a showFiles() method in WelcomeScreen class which is used to show files when User enters Main Menu option as 1.

**Step 14:** Create a class ScreenFunctions to switch between WelcomeScreen and FileOperationsScreen.In this class, initialize object of WelcomeScreen class, object of FileOperationsScreen class and reference of LockedMeScreen interface that is assign to object of WelcomeScreen class.Also write Setter and Getter for this class.

**Step 15:** Now create FileOperationsScreen class which implements LockedMeScreen interface in same package and implement above abstract methods.Initailize object of FileDirectory class. Initailize an ArrayList of String for File Operations Menu options.

**Step 16:** The Abstract methods initalization is same as methods in WelcomeScreen class which are implemented from LockedMeScreen interface.

**Step 17:** Write a method addFile() that gets input filename which User wants to Add in system.Create a object of File named as file in try block.Inside the try block put If condition as file.createNewFile(); and call fileDirectory.getFiles().add(file); method.If File Added Successfully it will return true in If condition else it will show message as"This File Already Exits, no need to add another".In catch block throw IOException.

**Step 18:** Write a method deleteFile() that gets input filename which User wants to Delete in system.Initailize Path variable and create object of File to get filenames.Inside If condition, call fileDirectory.getFiles().remove(file); method to delete file.And in else part write "Failed to delete file, file was not found." message.

**Step 19:** Write a method searchFile() that gets input filename which User wants to Search in system.In this method, create ArrayList of File which stores the list of available files in sytem.Using .equals method in If condition search a required filename and if required filename found in ArrayList of files, set Boolean variable found to True else set it to False.