LockedME-Project

Project: LockedMe.com Developer: Diju Mathew

Duration: 3 weeks Type: Scrum

Sprint Duration: 1 week

Sprint 1:

- Build welcome screen
- Add app name and developer details
- Show main menu
- Show options in main menu
- Add option 1 in main menu (Show files in ascending order)
- Support closing the application

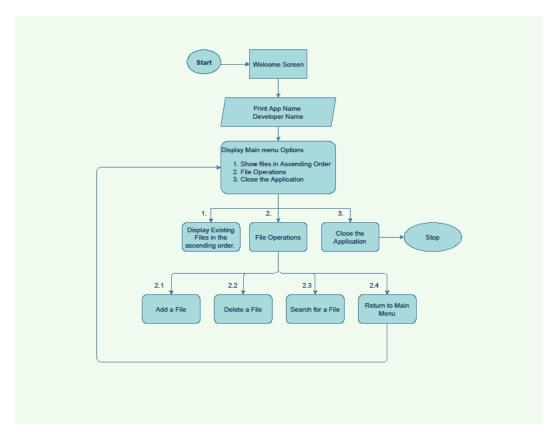
Sprint 2:

- Show option 2 (file operations)
- Show File operations menu
- Add option 1 in file operations. Add a file
- Add option 2 in file operations. Delete a file
- Back to main menu

Sprint 3: (keeping it light to account for unknowns)

- Search a file
- Unknown 1??
- Unknown 2??

Git Hub Url: https://github.com/dmdijumathew22/LockedME-Project



Function Descriptions

- static function startapp() starts the program.
- showWelcomeScreen() Shows the developer details and project name
- mainMenu()Shows main menu
- initialize()initializes the tree set *sorted* with file names from "FOLDER" directory . Sorts in ASCII standard.
- getMainMenuOption() considers the user input and calls the appropriate function
 - o 1 ---showFilesInAscendingOrder()
 - Calls initialize() and displays the treeset with sorted file names
 - o 2 ---showFileOperations()
 - Displays File operations
 - o 3 --- closing the application using System.exit(0) and
 - o a default output showing invalid output.
- collectFileOperation() considers the user input and calls the appropriate function
 - o 1 --- addAFile()
 - Gets a file path from user → validates if it is a file→ then adds it to the tree set if true.
 - o 2 --- deleteFile
 - Gets a file name from user → checks whether the name matches the string value of file names in the set → Deletes the file from directory and removes from SET.
 - o 3 --- searchFile()

- Gets a file name from user → checks whether the name matches the string value of file names in the set → If file name found give output file found and Directory path else file not found.
- o 4 --- return to main menu mainMenu()
- o and a default output showing invalid output