



# LockedMe.com

August 14, 2021

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# LockedMe.com

## (Sprint work and Project Specification)

### Version History

Author	Durga Pathak
Purpose	Application screen shots
Date	August 14, 2021
Version	1.0



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## 1. Modules in the project

1. Display All files
2. Add File
3. Delete File
4. Search File

## 2. Sprint Work

Sprint Number	Modules
1	<b>Display All Files</b> (Displays the names of all the files in a given folder in alphabetical order)  <b>Add File</b> (Creates a files in a folder and adds contents to the file)  <b>Delete File</b> (Deletes the file from a given folder)
2	<b>Search File</b> (Searches a file in a folder. Informs user whether files exists or does not exist in a folder)  <b>Testing</b> (Verify all modules are working as expected)  <b>Documentation</b> (Create project specifications with screen shots of each modules)

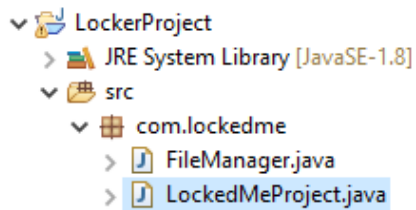
## 3. Project GitHub link

Repository Name	Project-1
Repository URL	<a href="https://github.com/durgapathak18/Project-1">https://github.com/durgapathak18/Project-1</a>

## 4. Core Concept Used

- Object Oriented Programming
- File Handling
- Exception Handling
- Java Loops
- Java 8 stream
- Arrays and Collections
- Scanner

## 5. Folder Structure



The image shows the Eclipse IDE's Project Explorer for a project named 'LockerProject'. The tree structure is as follows: 'LockerProject' (project icon) contains 'JRE System Library [JavaSE-1.8]' (library icon) and 'src' (package icon). Under 'src', there is a package 'com.lockedme' (package icon). Inside 'com.lockedme', there are two Java files: 'FileManager.java' and 'LockedMeProject.java' (both with Java file icons). The 'LockedMeProject.java' file is currently selected and highlighted in blue.

- LockerProject
  - JRE System Library [JavaSE-1.8]
  - src
    - com.lockedme
      - FileManager.java
      - LockedMeProject.java

## 6. LockedMeProject.java

```
package com.lockedme;

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

/**
 * Driver class
 *
 * @author Durga Pathak
 */
public class LockedMeProject
{
    static final String FOLDER_LOCATION = "C:\\Users\\15124\\eclipse-workspace\\LockedMeFiles";

    public static void main(String[] args)
    {
        // Variable declaration
        int proceed = 1;
        int choice;
```

```
String userInput;

// Create scanner object to get input from user
Scanner scanner = new Scanner(System.in);

do
{
    // Display Menu
    displayMenu();

    System.out.println("Enter your choice:");
    userInput = scanner.nextLine();

    // Logic to let user know if they key invalid entry.
    while (userInput == null || userInput.length() == 0 || !userInput.matches("\\d"))
    {
        System.err.println("Invalid choice. \nEnter number between 1 and 5.");
        displayMenu();
        System.out.println("Enter your choice:");
        userInput = scanner.nextLine();
    }

    choice = Integer.parseInt(userInput);

    switch (choice) {
        case 1: getAllFiles();
                break;
        case 2: createFiles(scanner);
                break;
        case 3: deleteFile(scanner);
                break;
        case 4: searchFile(scanner);
                break;
        case 5:
                System.out.println("\nThank you for visiting lockedme.com \nVisit us again.");
                System.exit(0);
                break;
        default:
                System.err.println("\nLooks like you picked invalid option. Try again.");
                break;
    }
} while (proceed > 0);

scanner.close();
}

private static void displayMenu()
```

```
{
    System.out.println("\n\n*****");
    System.out.println("\t\t\tLockedMe.com");
    System.out.println("*****");
    System.out.println("1. Display all files");
    System.out.println("2. Add new file");
    System.out.println("3. Delete a file");
    System.out.println("4. Search a file");
    System.out.println("5. Exit");
    System.out.println("*****");
}

/**
 * Gets the name of all files.
 */
private static void getAllFiles()
{
    // Gets the name of all files in the given folder
    List<String> namesOfAllFiles = FileManager.getNamesOfAllFiles(FOLDER_LOCATION);

    // Print file names
    namesOfAllFiles.stream().forEach(name -> System.out.println(name));
}

/**
 * This method creates a file
 */
private static void createFiles(Scanner scanner)
{
    // Variable declarations
    String fileName;
    int totalNumOfLines;
    boolean isContentSaved = false;
    String userInput;
    List<String> listOfContent = new ArrayList<String>();

    // Read file name from user
    System.out.println("Enter File Name: ");
    fileName = scanner.nextLine();

    // Ask user for how many lines of content they intend to write to a file
    System.out.print("Enter the number of lines in the file: ");
    userInput = scanner.nextLine();

    // If user enters invalid input, don't save content
    if (userInput == null || userInput.length() == 0 || !userInput.matches("\\d"))
```



```
{
    isContentSaved = false;
}
else
{
    totalNumOfLines = Integer.parseInt(scanner.nextLine());

    // Collect content for each line
    for (int i = 1; i <= totalNumOfLines; i++)
    {
        System.out.println("Enter content for line " + i);
        listOfContent.add(scanner.nextLine());

    }

    // Save content to the file
    isContentSaved = FileManager.writeContentToFile(FOLDER_LOCATION, fileName,
listOfContent);
}

if (isContentSaved)
{
    System.out.println("\nContent successfully saved to " + fileName);
} else
{
    System.err.println("Unable to write content to file. \nCheck input and try again. If issue
persists, contact support@simplilearn.com");
}

}

/**
 * Deletes a file in the folder
 */
private static void deleteFile(Scanner scanner)
{
    // Variable declaration
    String fileName;
    System.out.println("Enter file name to delete: ");
    fileName = scanner.nextLine();

    boolean isFileDeleted = FileManager.deleteFile(FOLDER_LOCATION, fileName);

    if (isFileDeleted)
    {
        System.out.println("\n" + fileName + " is deleted successfully.");
    }
}
```

```
        else
        {
            System.err.println("\nUnable to delete specified file. Verify if given file exist and try again.");
        }

    }

    /**
     * Searches a file in the folder
     */
    private static void searchFile(Scanner scanner)
    {

        // Variable declaration
        String fileName;
        System.out.println("Enter file name to search: ");
        fileName = scanner.nextLine();

        boolean isFileDeleted = FileManager.searchFile(FOLDER_LOCATION, fileName);

        if (isFileDeleted)
        {
            System.out.println("\n" + fileName + " exists in the folder");
        }
        else
        {
            System.err.println("\n" + fileName + " does not exist in specified folder.");
        }

    }

}
```

## 7. FileManager.java

```
package com.lockedme;

import java.io.File;
import java.io.FileWriter;
import java.util.Arrays;
import java.util.List;
import java.util.stream.Collectors;

/**
 * This class contains methods to manage files
 *
 * @author Durga Pathak
 */
public class FileManager
{
    /**
     * This method returns the list of names of files in given folder.
     *
     * @param folderLocation
     * @return List of File Names
     */
    public static List<String> getNamesOfAllFiles(final String folderLocation)
    {
        // Create File Object
        File file = new File(folderLocation);

        // Gets all files into an array
        File[] listOfFiles = file.listFiles();

        // Collect the name of each file in the given folder location
        List<String> fileNames = Arrays.asList(listOfFiles).stream().map(lof ->
lof.getName()).collect(Collectors.toList());

        // Sort files in alphabetical order
        fileNames.stream().sorted();
        return fileNames;
    }

    /**
     * This method writes the contents to a given file name in specified folder location.
     */
}
```

```
* @param folderLocation
* @param fileName
* @param contentList
* @return boolean (if file saved successfully or not)
*/
public static boolean writeContentToFile(final String folderLocation, final String fileName, final List<String>
contentList) {

    try
    {
        // Create File Object
        File file = new File(folderLocation, fileName);
        FileWriter fileWriter = new FileWriter(file);

        // Loop through each file content and write it to the file
        for (String content : contentList) {
            fileWriter.write(content + "\n");
        };

        // Close file writer
        fileWriter.close();
        return true;
    } catch (Exception e)
    {
        return false;
    }
}

/**
 * This method deletes the given file from the given folder.
 *
 * @param folderLocation
 * @param fileName
 * @return boolean
 */
public static boolean deleteFile(final String folderLocation, final String fileName)
{
    // File to delete
    File file = new File(folderLocation + "\\" + fileName);

    try
    {
        // Delete file
        if (file.delete())
```

```
        {
            return true;
        }
    } catch (Exception e)
    {
        return false;
    }
    return false;
}

/**
 * This method searches files in a given folder and informs the user if file exists or not.
 *
 * @param folderLocation
 * @param fileName
 * @return boolean
 */
public static boolean searchFile(final String folderLocation, final String fileName) {

    // Create file object with given folder location and file name
    File file = new File(folderLocation + "\\" + fileName);

    // Return if file exists or not
    return file.exists();

}
}
```