# **LockedMe Documentation**

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GitHub repository: <a href="https://github.com/fr-ananya/Lockedme.com">https://github.com/fr-ananya/Lockedme.com</a>

# 1. Specifications

#### **Product Overview**

The LockedMe File Management System is a Java-based console application designed to manage files within a specified directory. The application allows users to view, add, delete, and search for files. Additionally, it provides business operations for managing files in a user-friendly manner.

## **Capabilities**

- **Display All Files**: Lists all files in the specified directory in ascending order.
- Add a File: Allows the user to add a new file to the directory.
- **Delete a File**: Enables the user to delete an existing file from the directory.
- Search for a File: Allows the user to search for a specific file in the directory.
- Business Operations: A submenu providing file management operations.

## **Appearance and User Interaction**

- Main Menu: Displays the main options for the user to select.
- **File Operations Menu**: Provides options for adding, deleting, and searching files
- **User Prompts**: Guides users through various operations with clear instructions.
- **Error Handling**: Catches and displays error messages for invalid inputs and exceptions.

# 2. Sprints Overview

The project will be completed in three sprints over the next 15 working days (3 weeks). Each sprint will last for 5 working days. Below is a detailed breakdown of each sprint:

## **Sprint 1: Setup and Basic Functionality**

**Duration:** 5 days

#### Tasks:

#### Project Setup:

- o Initialize the project repository on GitHub.
- Set up the development environment in Eclipse.
- o Create the basic project structure with appropriate packages.
- o Configure build tools and dependencies (if any).

## 2. Implement Main Menu and Navigation:

- o Create the main menu interface.
- Provide navigation options for displaying files, accessing business operations, and exiting the application.
- Ensure that user inputs are correctly read and processed.

#### 3. Implement List Files Functionality:

- o Create a method to list all files in the specified directory.
- Ensure files are listed in a sorted order (initially, sorting can be skipped; it will be handled in Sprint 3).

#### 4. Basic Error Handling:

- o Implement basic error handling for invalid user inputs.
- Ensure the application does not crash on invalid inputs.
- o Display user-friendly error messages.

#### **Sprint 2: Business Operations and File Management**

**Duration:** 5 days

#### Tasks:

## 1. Implement Add, Delete, and Search File Functionalities:

- Add File: Create a method to add a new file to the directory.
- Delete File: Create a method to delete an existing file from the directory.
- **Search File:** Create a method to search for a specific file in the directory.

### 2. Enhance Business Operations Menu:

- o Add options for add, delete, and search functionalities.
- Ensure smooth navigation between the business operations menu and the main menu.
- Provide clear prompts and feedback to the user.

# 3. Advanced Error Handling and Validation:

- Implement advanced error handling for file operations (e.g., handle file not found, file already exists, etc.).
- Validate user inputs to prevent invalid file names and operations.
- Ensure all exceptions are properly caught and handled with appropriate messages.

## **Sprint 3: Optimization and Testing**

**Duration:** 5 days

#### Tasks:

## 1. Implement Sorting Algorithms:

- Implement a custom case-insensitive sorting algorithm (selection sort) for listing files.
- Ensure the list files method uses the custom sorting algorithm to display files in sorted order.

#### 2. Optimize Code for Performance:

- o Review and refactor the code for better performance and readability.
- o Optimize file operations to handle large directories efficiently.
- o Ensure the application follows best practices and coding standards.

#### 3. Testing and Debugging:

- o Conduct thorough testing of all functionalities.
- o Identify and fix bugs and issues.
- Test edge cases and validate the robustness of error handling.
- Perform user acceptance testing to ensure the application meets the specified requirements.

#### 4. Final Documentation:

- o Prepare the final project documentation, including a user manual.
- o Document the code with comments and explanations.
- Update the README file with project details, setup instructions, and usage guidelines.
- Ensure all documentation is clear, concise, and comprehensive.

# 3. Java Concepts Being Used

## **Core Concepts and Algorithms**

- **Object-Oriented Programming (OOP)**: Encapsulation, Inheritance, Polymorphism, and Abstraction.
- **Exception Handling**: Using try-catch blocks to handle input and file-related exceptions.
- **Collections Framework**: Utilizing sets, lists, and maps to manage files and records.
- **File I/O**: Reading from and writing to the file system.
- **Sorting Techniques**: Implementing a custom sorting algorithm (selection sort) for ordering files.
- User Input Handling: Using the Scanner class to read user inputs.

# **Data Structures and Techniques**

- **Sets**: Used for storing unique books and authors.
- Maps: Used for maintaining borrow records.
- **Arrays**: Utilized for sorting files.
- Search Algorithms: Linear search for finding files.

# 4. Data Structures for Sorting and Searching

# Sorting

• **Arrays**: Used for sorting file names in the listFiles method using a custom case-insensitive selection sort.

# Searching

• Linear Search: Used in the searchFile method to find a specific file by name.

# 5. Application Flow and Flow Chart

## **Application Flow**

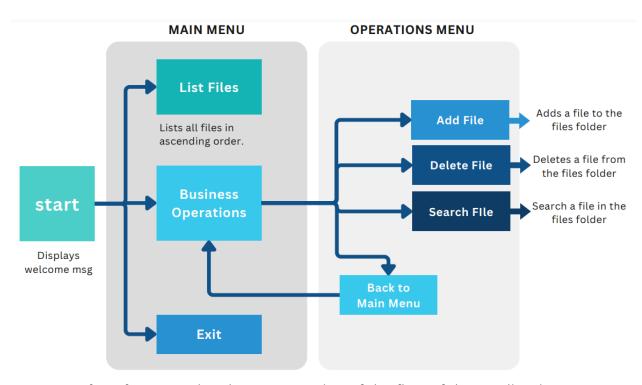
1. **Start**: The application starts and displays the welcome message and main menu.

#### 2. Main Menu:

- o Option 1: List all files (sorted).
- o **Option 2**: Navigate to the business operations menu.
- **Option 3**: Exit the application.

## 3. Business Operations Menu:

- o Option 1: Add a file.
- o Option 2: Delete a file.
- o **Option 3**: Search for a file.
- o Option 4: Return to main menu.
- 4. **Exit**: The application exits.



**Flowchart 1:** a visual representation of the flow of the application.

Flow Chart2: A high level view of the application flow in text.