LockedMe.com
(Project specification and Scrum details)

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COMPANY NAME: LOCKERS PVT LTD

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Version History

Author	Harika Kadiyala
Purpose	Project specification and Scrum details
Date	August 10,2021
Version	1.0

Contents

1. Modules in the project

- Display all the files in the directory
- Adding the file into the directory
- Delete a file from the directory
- Search for a file in the directory

2. Java Technologies used

- Exception Handling
- Working with files
- Naming Standards
- Modularity
- Object Oriented Programming
- Collections
- Control Structures
- Data Structures

3. Sprint-wise work

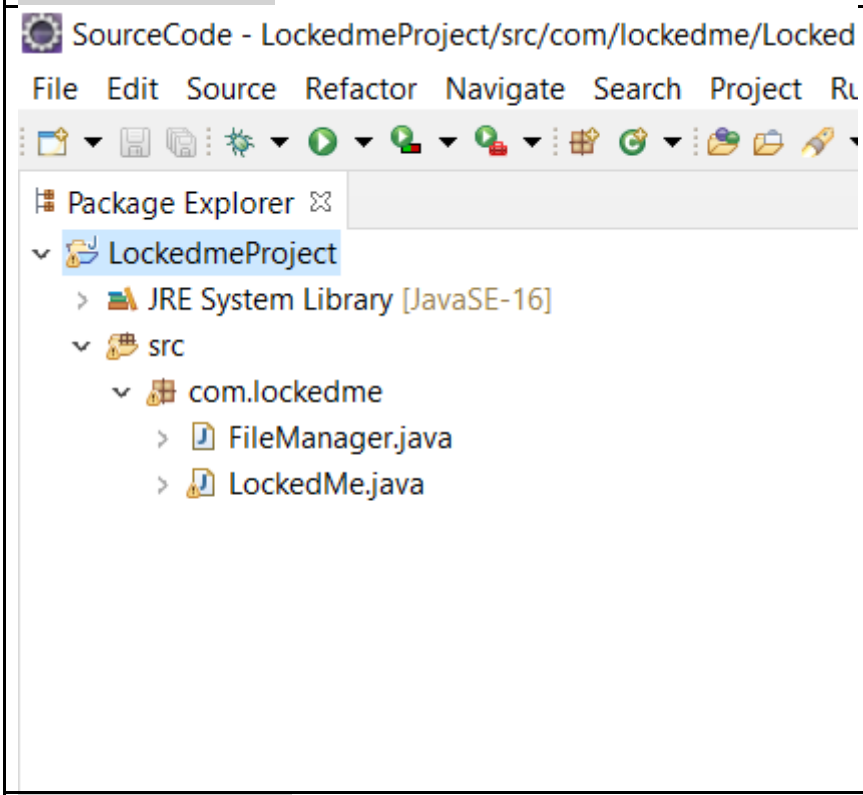
Sprint number	Modules
1	Display all the files in the directory. Adding the file into the directory.
2	Delete a file from the directory.
3	Search for a file in the directory. Testing Deployment (Creating a jar file)

4. Project GITHUB link

Repository name: LockedMe
GITHUB link: https://github.com/harikakadiyala95/LockedMe

5. Project Code

Folder Structure



FileManager.java

```
package com.lockedme;

//required imports for SourceCode
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 from the folder.
	 * @param myfolderpath
	 * @return List<String>
	 */
		public static List<String> getAllFiles(String myfolderpath)
		{
				//Creating File Object
				File f1=new File(myfolderpath);

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

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

```
                        for(File f:listOfFiles)
                              fileNames.add(f.getName());

                        //returns the list
                        return fileNames;

      }

         /**
          * This method will create a file or append content into the file specified
          * @param myfolderpath
          * @param filename
          * @param content
          * @return boolean
          */

         public static boolean createFiles(String myfolderpath,String filename,List<String>
content)
         {

                     //Initializing try,catch blocks to handle Exceptions
                     try
                     {
                                 //Creating file object
                                 File f1=new File(myfolderpath,filename);

                                 //Initializing FileWriter
                                 FileWriter fw=new FileWriter(f1);

                                 //Using forEach loop to write content into the file
                                 for(var s:content)
                                 {
                                       fw.write(s+"\n");
                                 }
                                 //Closing FileWriter
                                 fw.close();
                                 return true;

                        }
                     //Catch block handles Exceptions if any
                     catch(Exception Ex)
                     {
                               return false;
                        }

          }

         /**
          * This method will delete the file if it exists
          * @param myfolderpath
          * @param fileName
          * @return
          */
         public static boolean deleteFiles(String myfolderpath,String fileName)
         {
                     //Adding folder path with file name and creating file object
                          File file=new File(myfolderpath+"\\"+fileName);

                                 //Initializing try,catch blocks to handle Exceptions
```

```
                                        try
                                        {
                                                if(file.delete())
                                                        return true;
                                                else
                                                        return false;
                                        }
                                        //Catch block handles Exceptions if any
                                        catch(Exception Ex)
                                        {
                                                return false;
                                        }
                }

          /**
           * This method will search the specified file from the folder
           * @param myfolderpath
           * @param fileName
           * @return
           */
          public static boolean searchFiles(String myfolderpath,String fileName)
        {
                                    //Adding folder path with file name and creating file
object
                                        File file=new File(myfolderpath+"\\"+fileName);

                                    //Checking Whether the file exists or not using if-else
loop

                                        if(file.exists())
                                                return true;
                                        else
                                                return false;
                }
}
```

LockedMe.java

```
package com.lockedme;

//Importing required imports for SourceCode
import java.util.ArrayList;
import java.util.List;
import java.util.Scanner;

public class LockedMe
{
  //Assigning the folder path to the variable "myfolderpath"
       static final String myfolderpath="D:\\MyPhase1Project\\LockedMeFiles";

  public static void main(String[] args)
    {
         int proceed=1;
         //Initializing a do-while loop
         do
         {
         //Variable declaration
         Scanner obj=new Scanner(System.in);
```

```java
        int ch;
        //Menu
        displayMenu();

        //Reading choice from the user
        System.out.println("\t\t\tEnter your choice:");
      ch=Integer.parseInt(obj.nextLine());

      //using switch case to read input from user.
      switch(ch)
      {
                  case 1:getAllFiles();
                  break;
                  case 2:createFiles();
                  break;
                  case 3:deleteFiles();
                  break;
                  case 4:searchFiles();
                  break;
                  case 5:System.exit(0);
                  break;
                  default:System.out.println("Invalid option");
                  break;
      }
    }while(proceed>0);
  }

  /**
   * This method displays the menu of LockedMe.com,which allows the user to
view,add,delete,search the files in the directory.
   *
   */
        public static void displayMenu()
        {

System.out.println("$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$");
        System.out.println("\t\t\tLockedMe.com");

System.out.println("$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$");
        System.out.println("\t\t\t1.Display all files");
        System.out.println("\t\t\t2.Add a new file");
        System.out.println("\t\t\t3.Delete a file");
        System.out.println("\t\t\t4.Search a file");
        System.out.println("\t\t\t5.Exit");

System.out.println("$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$");
        }


  /**
   * This method will return the file names from the folder.
   **/
  public static void getAllFiles()
  {

        //Getting all the file names from the folder using lists
       List<String> fileNames=FileManager.getAllFiles(myfolderpath);

       //Checking whether the directory has files or not using if-else loop
```

```
		if(fileNames.size()==0)
			System.out.println("There are no files in the directory");
		else
		{
			System.out.println("Here is the list of all the files in the directory");

			//Printing all the file names present in the folder using forEach loop
			 for(String f:fileNames)
				System.out.println(f);
	}
	  }


	/**
	 * This method will create a file or append content into the file specified
	 */
	public static void createFiles()
	{

		//Scanner declaration
			Scanner obj=new Scanner(System.in);

		//Variable declaration
			  String fileName;
			int linesCount;

		//Creating a string array for content
			  List<String> content=new ArrayList<String>();

		//Read file name from user
			System.out.println("Enter file name");
			fileName=obj.nextLine();

		//Read number of lines from user
			System.out.println("Enter how many lines you want to enter into the file");
			linesCount=Integer.parseInt(obj.nextLine());

		//read lines(content) from the user
			for(int i=1;i<=linesCount;i++)
			{
				System.out.println("Enter line "+i+":");
				content.add(obj.nextLine());
			}

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

		//Checking if the content that we entered is saved into the file or not

			 if(isSaved)
				System.out.println("File and data that you entered have been saved
successfully");
			else
				System.out.println("Some error occured..please contact
admin@harika.com");

		}
```

```
  /**
   *  This method will delete the file if it exists
   */
  public static void deleteFiles()
  {

        //Variable declaration
        String fileName;

        //Initializing Scanner object
        Scanner obj=new Scanner(System.in);

        //Reading file name from the user
        System.out.println("Enter the file name to be deleted");
        fileName=obj.nextLine();

        //Deleting the given file
        boolean isDeleted=FileManager.deleteFiles(myfolderpath,fileName);

        //Checking whether the file is deleted or not
        if(isDeleted)
              System.out.println("File deleted successfully");
        else
              System.out.println("The file name you entered does not exist");

     }


  /**
   * This method will search the specified file from the folder
   */
  public static void searchFiles()
  {

        //Variable declaration
        String fileName;

        //Initializing Scanner object
        Scanner obj=new Scanner(System.in);

        //Reading file name from the user
        System.out.println("Enter the file name to be searched");
        fileName=obj.nextLine();

        //Deleting the given file
        boolean isFound=FileManager.searchFiles(myfolderpath,fileName);

        //Checking whether the file is deleted or not
        if(isFound)
              System.out.println("File is present in the folder");
        else
              System.out.println("The file name you entered does not exist");

  }

}
```