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| **LockedMe.com**  **(Project specification and Scrum details)** |

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This code is developed by :- Harika Kadiyala

Version History

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

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# 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

# Java Technologies used

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

# Sprint-wise work

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| 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) |

# Project GITHUB link

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| Repository name |
|  |
| GITHUB link |
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# Project Code

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| **Folder Structure** | |
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| **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***);  **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");    }  } |