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Batch	December 2021 Cohort
Project Title	Phase 1 - Implement OOPS using JAVA with Data Structures and Beyond
Git Hub Link:	https://github.com/karlcht/JavaFSPhase1Project.git
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Core Concepts Used in this Sprint

- Scanner
- Variable declaration
- File , File Writer Objects
- If conditions
- While, Do-while, for and foreach loops
- Var – Type for the local variable will be inferred by the compiler
- Static – These are the methods in Java that can be called without creating an object of class.
- Try , Catch and Finally blocks for error handling.
- Java collections – Linked List

Code

Please refer to the next pages.

Screenshots

Please refer to the next pages.

Flow Chart

Refer to the last page.

Enhancing the application

The application can be enhanced as follows:

- Let user input define directory location.
- Add more functions – such as renaming files.
- Add function for user to switch back and forth different directories.
- Add function for user to read files and edit text.

Unique Selling Points

The application is:

- Easy to use
- Quick to implement
- Does not allow overwriting of files when creating a new file.
- Can search large folders for existing files.

Source Code

```
package lockedMe.comPackage;

import java.io.File;
import java.io.FileWriter;
import java.util.LinkedList;
import java.util.Scanner;

public class LockedMe
{
    static final String projectFilePath = "C:\\Users\\Karl Chetcuti\\Simplilearn Assignments\\SimpliLearn Phase 1 Project - 22-01-2022\\LockedMeFiles";
    static final String errorMsg = "Some error occurred, please contact administrator on : karlcht@hotmail.com";
    public static void displayMenu()
    {
        System.out.println("*****");
        System.out.println("\t\t Welcome to LockedMe.com ");
        System.out.println("*****");
        System.out.println("\t Developed by Karl Joseph Chetcuti");
        System.out.println("*****");
        System.out.println("\t\t1. Display all the files");
        System.out.println("\t\t2. Add a new file");
        System.out.println("\t\t3. Delete a file");
        System.out.println("\t\t4. Search a file");
        System.out.println("\t\t5. Exit");
        System.out.println("");
    }

    /**
     * This function will return all the files from the project directory.
     */
    public static void getAllFiles()
```

```
{  
  
    Scanner obj = new Scanner(System.in);  
    try  
    {  
  
        File directoryPath = new File(projectFilePath);  
        File fileList[] = directoryPath.listFiles();  
  
        if(fileList.length == 0)  
            System.out.println("No files in the specified directory:");  
        else  
        {  
            for(var file : fileList)  
                System.out.println(file.getName());  
        }  
  
    }  
  
    catch(Exception Ex)  
    {  
  
        System.out.println(errorMsg);  
    }  
  
    finally  
    {  
  
        System.out.println("\n"+"Press return key to continue");  
        obj.nextLine();  
    }  
}
```

```
/**
 * Method to create files but does not permit overwriting of existing files
 */
public static void createFiles()
{
    String fileName;
    int counter;
    Scanner obj = new Scanner(System.in);

    try
    {

        System.out.println("Enter file name");
        fileName = obj.nextLine();

        File f= new File(projectFilePath+"\\ "+fileName);    //file to be delete
        if(f.exists())
            System.out.println("File Exists do not overwrite !");

        else
        {
            FileWriter myWriter = new FileWriter(projectFilePath+"\\ "+fileName);
            System.out.println("Enter how many lines to add");
            counter = Integer.parseInt(obj.nextLine());
            for(int i=1; i <= counter; i++)
            {
                System.out.println("Enter text for line "+i);
                myWriter.write(obj.nextLine()+"\n");
                System.out.println("Successfully wrote to line "+i +"\n");
            }
        }
    }
}
```

```
        System.out.println("Successfully wrote to file ! ");
        myWriter.close();
    }

}

catch (Exception Ex)

    {
        System.out.println(errorMsg);

    }

finally
{

    System.out.println("Press return key to continue");
    obj.nextLine();

}

}

/**
 * This method will delete the files.
 */
public static void deleteFiles()
{

    Scanner obj = new Scanner(System.in);
```

```
try
{
    String fileName;

    System.out.println("Enter file name to be deleted.");
    fileName = obj.nextLine();
    File f= new File(projectFilesPath+"\\ "+fileName);    //file to be delete

    if(f.exists())
    {
        f.delete();
        System.out.println("File: " +fileName+" deleted successfully");
    }
    else
        System.out.println("File not found");
}

catch(Exception Ex)
{
    System.out.println(errorMsg);
}

finally
{
    System.out.println("Press return key to continue");
    obj.nextLine();
}
}
```

```
/**
 * This function will search for files in the directory.
 */
public static void searchFiles()
{

    Scanner obj = new Scanner(System.in);

    try

    {

        String fileName;

        System.out.println("Enter file name to be searched.");
        fileName = obj.nextLine();

        File directoryPath = new File(projectFilePath);
        File listOfFiles[] = directoryPath.listFiles();

        LinkedList <String> filenames = new LinkedList <String>();

        for(var l:listOfFiles)
            filenames.add(l.getName());
        if(filenames.contains(fileName))
            System.out.println("File is available.");
        else
            System.out.println("File not found.");

    }

}
```



```
        catch(Exception Ex)
        {

            System.out.println(errorMsg);

        }

        finally
        {

            System.out.println("Press return key to continue");
            obj.nextLine();

        }

    }

    public static void main(String[] args)

    {

        int input;
        Scanner scan = new Scanner(System.in);

        boolean isSuccessful = false;
        while(!isSuccessful)
        {

            try

            {
```

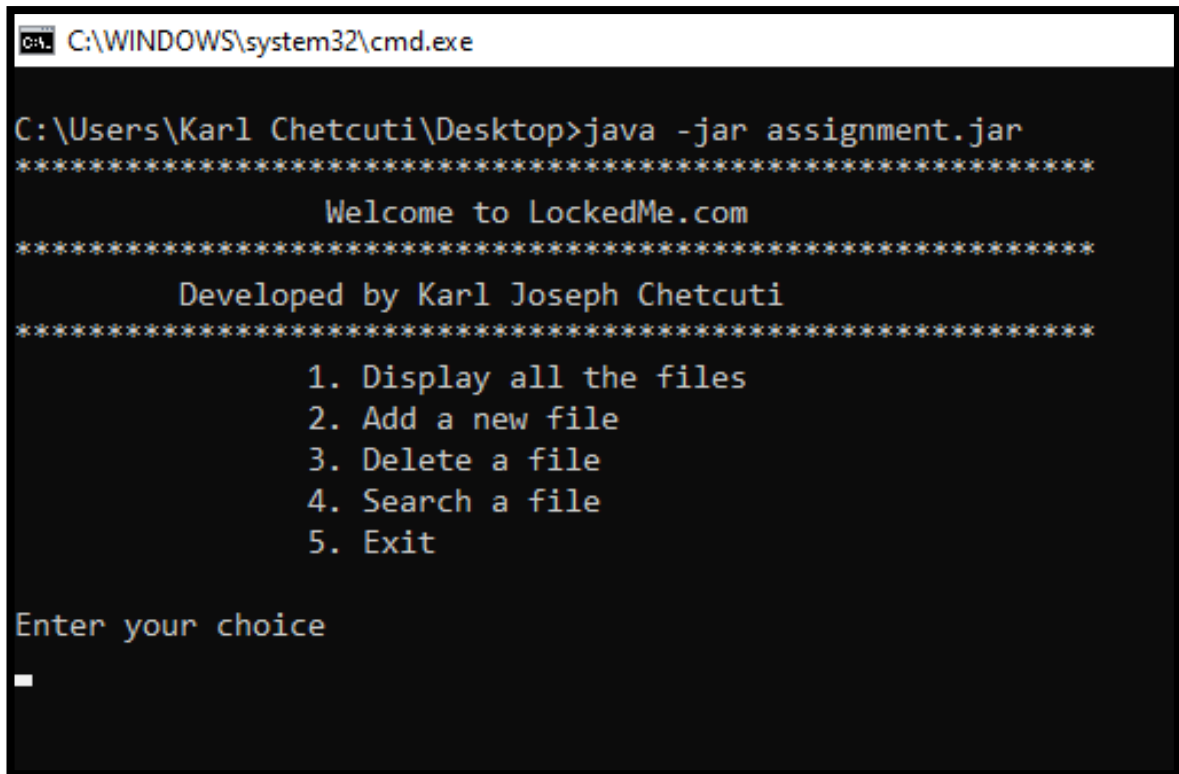
```
do
{

    displayMenu();

    System.out.println("Enter your choice");
    input = Integer.parseInt(scan.nextLine());

    switch(input)
    {
        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(input != 0);  
    scan.close();  
    isSuccessful = true;  
}  
  
catch( NumberFormatException Ex)  
{  
  
    System.out.println("Please enter a number form 1 to 5.");  
    System.out.println("Press return key to see display menu.");  
    scan.nextLine();  
  
}  
  
catch( Exception EX)  
{  
    System.out.println(errorMsg);  
}  
  
}  
  
}
```

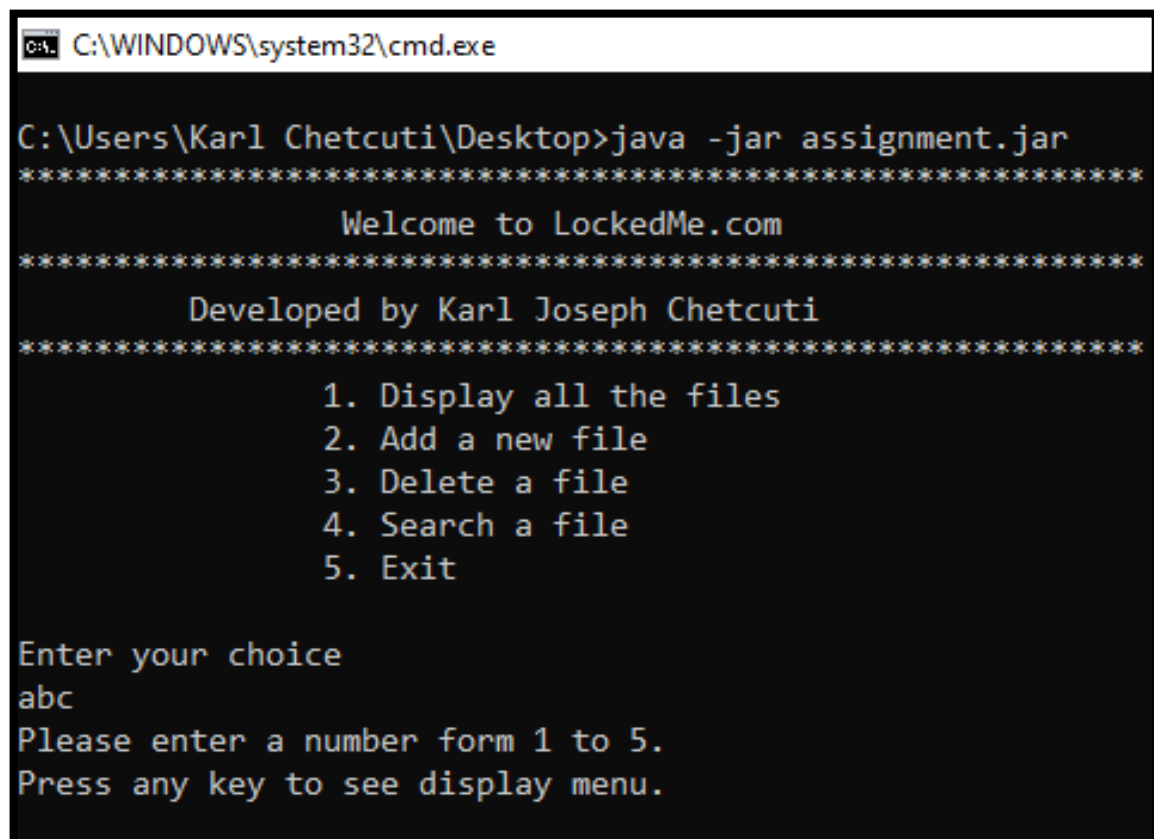


```
C:\WINDOWS\system32\cmd.exe

C:\Users\Karl Chetcuti\Desktop>java -jar assignment.jar
*****
                        Welcome to LockedMe.com
*****
                Developed by Karl Joseph Chetcuti
*****
                1. Display all the files
                2. Add a new file
                3. Delete a file
                4. Search a file
                5. Exit

Enter your choice
_
```

Figure 1 Main Display menu can be seen above.



```
C:\WINDOWS\system32\cmd.exe

C:\Users\Karl Chetcuti\Desktop>java -jar assignment.jar
*****
                        Welcome to LockedMe.com
*****
                Developed by Karl Joseph Chetcuti
*****
                1. Display all the files
                2. Add a new file
                3. Delete a file
                4. Search a file
                5. Exit

Enter your choice
abc
Please enter a number form 1 to 5.
Press any key to see display menu.
```

Figure 2 If the input is not an integer error handling will issue an error "Please enter a number from 1 to 5" and the program will loop unless integer 5 is inputted.

```
*****
Welcome to LockedMe.com
*****
Developed by Karl Joseph Chetcuti
*****

1. Display all the files
2. Add a new file
3. Delete a file
4. Search a file
5. Exit

Enter your choice
1
Hello.txt
SL.txt

Press any key to continue
```

Figure 3 When inputting 1 all files in the folder path will be shown.

```
*****
Welcome to LockedMe.com
*****
Developed by Karl Joseph Chetcuti
*****

1. Display all the files
2. Add a new file
3. Delete a file
4. Search a file
5. Exit

Enter your choice
2
Enter file name
Hello.txt
File Exists do not overwrite !
Press any key to continue
```

Figure 4 Program will not allow overwriting of file when inputting 2.

```
*****
Welcome to LockedMe.com
*****
Developed by Karl Joseph Chetcuti
*****

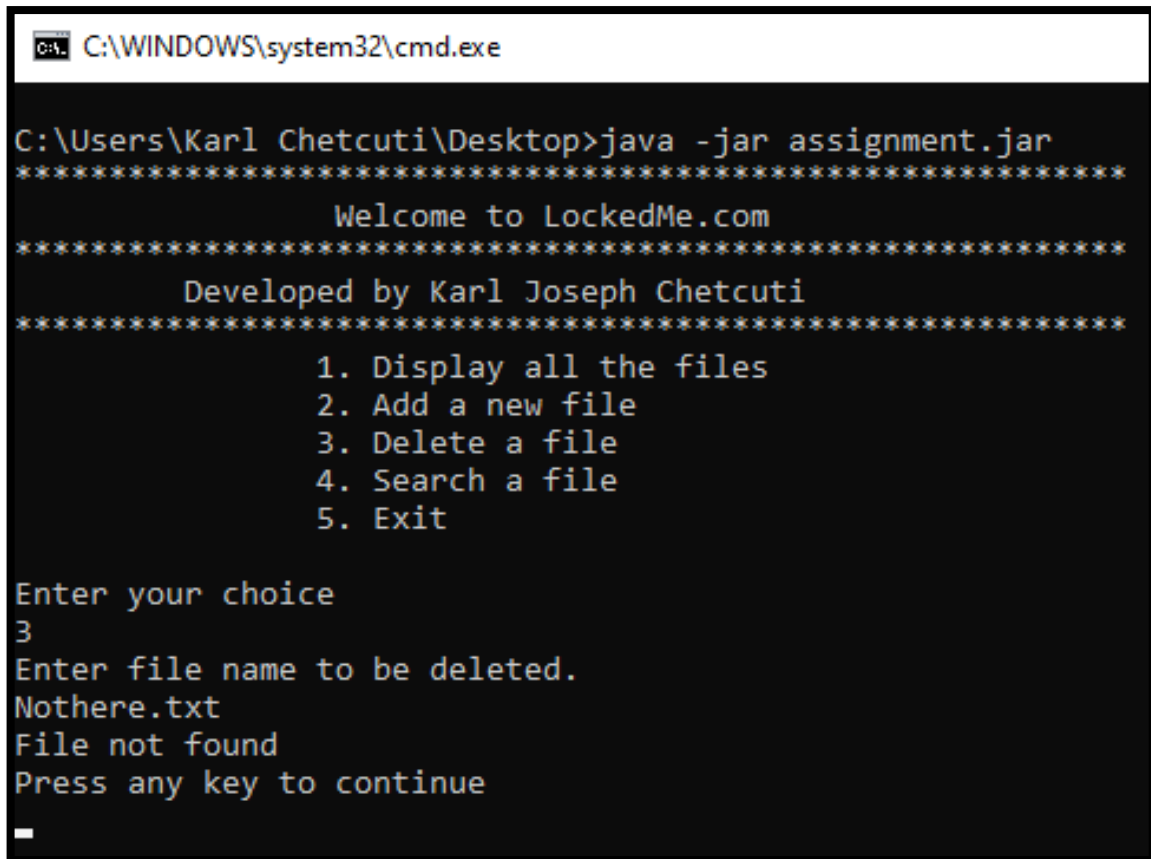
1. Display all the files
2. Add a new file
3. Delete a file
4. Search a file
5. Exit

Enter your choice
2
Enter file name
HiSL.txt
Enter how many lines to add
2
Enter text for line 1
Hi SL
Successfully wrote to line 1

Enter text for line 2
Learning is great!
Successfully wrote to line 2

Successfully wrote to file !
Press any key to continue
```

Figure 5 When inputting 2, a new file will be created which will not have a duplicate name.

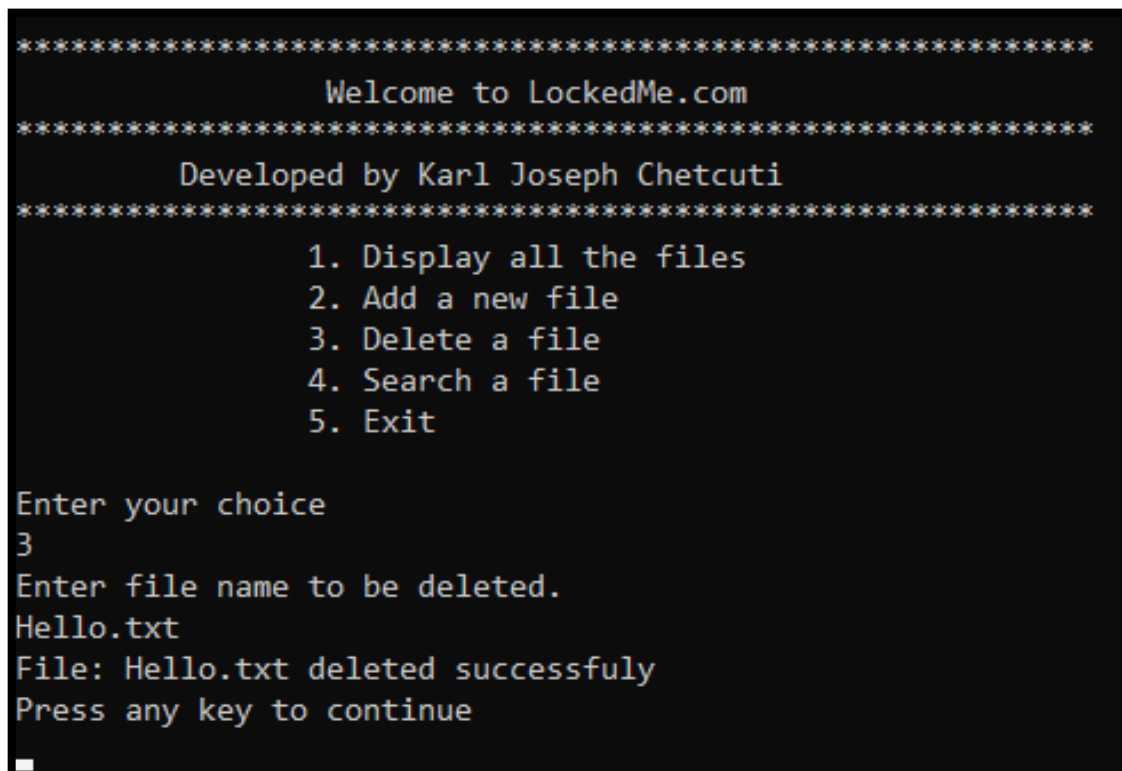


```
C:\WINDOWS\system32\cmd.exe

C:\Users\Karl Chetcuti\Desktop>java -jar assignment.jar
*****
                        Welcome to LockedMe.com
*****
                Developed by Karl Joseph Chetcuti
*****
                1. Display all the files
                2. Add a new file
                3. Delete a file
                4. Search a file
                5. Exit

Enter your choice
3
Enter file name to be deleted.
Nothere.txt
File not found
Press any key to continue
_
```

Figure 6 When inputting 3 only an existing file can be deleted. Else program will not allow deletion.



```
*****
                        Welcome to LockedMe.com
*****
                Developed by Karl Joseph Chetcuti
*****
                1. Display all the files
                2. Add a new file
                3. Delete a file
                4. Search a file
                5. Exit

Enter your choice
3
Enter file name to be deleted.
Hello.txt
File: Hello.txt deleted successfully
Press any key to continue
_
```

Figure 7 An existing file has been successfully deleted when inputting 3.

```
*****
Welcome to LockedMe.com
*****
Developed by Karl Joseph Chetcuti
*****

1. Display all the files
2. Add a new file
3. Delete a file
4. Search a file
5. Exit

Enter your choice
4
Enter file name to be searched.
Nothere.txt
File not found.
Press any key to continue
■
```

Figure 8 When inputting 4 an existing file name must be searched , else "File not found.".

```
*****
Welcome to LockedMe.com
*****
Developed by Karl Joseph Chetcuti
*****

1. Display all the files
2. Add a new file
3. Delete a file
4. Search a file
5. Exit

Enter your choice
4
Enter file name to be searched.
HiSL.txt
File is available.
Press any key to continue
```

Figure 9 When inputting 4 an existing file name can be searched, and file will be found.

Implement OOPS using JAVA with Data Structures and Beyond

