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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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```
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 projectFilesPath = "C:\\Users\\Karl Chetcuti\\Simplilearn Assignments\\SimpliLearn Phase 1 Project - 22-01-
2022\\LockedMeFiles";
     static final String errorMsg = "Some error occured, please contact administrator on : karlcht@hotmail.com";
      public static void displayMenu()
            System.out.println("\t\t Welcome to LockedMe.com");
            System.out.println("\t Developed by Karl Joseph Chetcuti");
            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(projectFilesPath);
   File filesList[] = directoryPath.listFiles();
   if(filesList.length == 0)
   System.out.println("No files in the specified directory:");
   else
         for(var file : filesList)
     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(projectFilesPath+"\\"+fileName);
                                                                       //file to be delete
                if(f.exists())
                        System.out.println("File Exists do not overwrite!");
                else
                        FileWriter myWriter = new FileWriter(projectFilesPath+"\\"+fileName);
                   System.out.println("Enter how many lines to add");
                   counter = Integer.parseInt(obj.nextLine());
                   for(int i=1; i <= counter; i++)</pre>
                           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 successfuly");
        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(projectFilesPath);
           File listOfFiles[] = directoryPath.listFiles();
           LinkedList <String> filenames = new LinkedList <String>();
           for(var l:listOfFiles)
                 filenames.add(I.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);
```

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
<del>********************</del>
            1. Display all the files
            2. Add a new file
            3. Delete a file
            4. Search a file
            5. Exit
Enter your choice
ahc
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.

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

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

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

    Display all the files

              2. Add a new file
              3. Delete a file
              4. Search a file
              5. Exit
Enter your choice
Enter file name
HiSL.txt
Enter how many lines to add
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.

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 successfuly
Press any key to continue
```

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

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

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

