LockedMe.com
(Sprint Work & Project Specification)

Version History:

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Purpose	**Scrum details and specifications of the application**
Date	**12th Aug 2021**
Version	**1.0**

Contents

1. ## Modules in the Project

1. DISPLAY ALL FILES
2. ADD FILE
3. DELETE FILE
4. SEARCH FILE
5. EXIT

2. ## Java Technologies used:

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

3. ## Sprint Wise Work:

Sprint Number	Modules
1	Display all files Add new file
2	Delete file Search file Testing Deployement(creating a jar file)

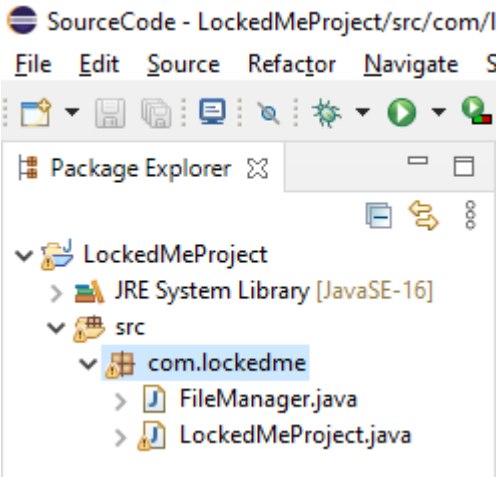
▪ **Display all the files**	This module will return all the file names present in the directory.
▪ **Add a new file**	This module will create and append content to the file.
▪ **Delete a file**	This module will delete the file name specified If exists.
▪ **Search a file**	This module will search the file from the folder.

4. **PROJECT GITHUB LINK:**

REPOSITORY NAME	**Phase1Project-FSD**
GITHUB LINK	https://github.com/kumarabhishek7885/Phase1Project-FSD.git

5. **Project Code:**

Folder Structure



FileManager.java

```
package com.lockedme;

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 folderpath
	 * @return List<String>
	 */
	public static List<String> getAllFiles(String folderpath)
	{
		//Creating File Object
		File fl = new File(folderpath);

		//Getting All the Files into FileArray
		File[] listOfiles = fl.listFiles();

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

		//Getting file names from array of files
		for(File f:listOfiles)
			fileNames.add(f.getName());

		//Return the List of file names
		 return fileNames;
	}

	/**
	 * This method will create or append content into the file specified
	 * @param folderpath
	 * @param fileName
	 * @param content
	 * @return boolean
	 */
	public static boolean createFiles(String folderpath, String fileName,
List<String> content)
	{
		try
		{
			//Creating file and file writer object
			File fl = new File(folderpath, fileName);
			FileWriter fw = new FileWriter(fl);

			//Writing to file
			for(String s:content)
			{
				fw.write(s+"\n");
			}
			fw.close();
			return true;
		}
```

```
		catch(Exception Ex)
		{
			return false;
		}
	}

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

		try
		{
			//Deleting file
			if(file.delete())
				return true;
			else
				return false;
		} catch (Exception e) {
			// TODO: handle exception
			return false;
		}
	}

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

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

LockedMeProject.java

```
package com.lockedme;

import java.util.ArrayList;
import java.util.Collections;
import java.util.List;
import java.util.Scanner;

public class LockedMeProject
{
	//private static Scanner scan = new Scanner(System.in);
	static final String folderpath="F:\\MyPhase1Project\\LockedMeFiles";

	public static void main(String[] args)
	{
		int goahead=1;

		do {
			//Variable declaration
			Scanner obj = new Scanner(System.in);
			int ch;

			//Menu
			displayMenu();
			System.out.println("Enter your Choice:");
			ch = Integer.parseInt(obj.nextLine());

		//switch case
		switch(ch)
		{
			case 1:	getAllFiles();
				break;

			case 2: createFiles();
				break;

			case 3:	deleteFile();
				break;

			case 4:	searchFile();
				break;

			case 5: System.exit(0);

			default:System.out.println("Invalid Option");
				break;
		}

		}while(goahead>0);
	}

	public static void displayMenu()
	{

	System.out.println("_____________________________________________________");

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

```
        System.out.println("_____________________________________________________");
                System.out.println("1. Display All Files");
                System.out.println("2. Add New Files");
                System.out.println("3. Delete a File");
                System.out.println("4. Search a File");
                System.out.println("5. Exit");

        System.out.println("_____________________________________________________");
        }

        /**
         * This method will retrieve files
         */
        public static void getAllFiles()
        {
                //getting the file names
                List<String> fileNames = FileManager.getAllFiles(folderpath);

                //Edge Condition
                if(fileNames.size()==0)
                        System.out.println("No Files in the Directory");
                else
                        System.out.println("FILES LIST IS BELOW:\n");

                //Sorting file names in ascending order
                List<String> sortedList = new ArrayList<String>();


                for(String str:fileNames)
                        sortedList.add(str.toLowerCase());
                                Collections.sort(sortedList);

                //Printing O/P to console
                for(String f:sortedList)
                System.out.println(f);
                System.out.println();

        }
        /**
         * this method will Create files
         */
        public static void createFiles()
        {
                                //Variables declaration
                                Scanner obj = new Scanner(System.in);
                                String fileName;
                                int linesCount;
                                List<String> content = new ArrayList<String>();

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

                                //Reading number of lines from user
                                System.out.println("Enter How Many lines in the
file:");
                                linesCount = Integer.parseInt(obj.nextLine());

                                //Reading lines from user
```

```
                        for(int i=1;i<=linesCount;i++)
                        {
                                System.out.println("Enter line "+i+":");
                                content.add(obj.nextLine());
                        }

                        //Saving the content into the file
                        boolean isSaved= FileManager.createFiles(folderpath,
fileName, content);
                        if(isSaved)
                                System.out.println("File and Data Saved
Successfully");
                        else
                                System.out.println("Some error occured. please
contact Kumar.abhishek7885@gmail.com ");
        }

        /**
         * This method will Delete files
         */
        public static void deleteFile()
        {
                        //code for deleting a file
                        String fileName;
                        Scanner obj = new Scanner(System.in);
                        System.out.println("Enter File Name to be Deleted:");
                        fileName=obj.nextLine();

                        //Deleting file
                        boolean isDeleted = FileManager.deleteFile(folderpath,
fileName);

                        if(isDeleted)
                                System.out.println("File Deleted successfully");
                        else
                                System.out.println("Either file not there or some
access issues");
        }

        /**
         * This method will search files
         */
        public static void searchFile()
        {
                //code for Searching a file
                String fileName;
                Scanner obj = new Scanner(System.in);
                System.out.println("Enter File Name to be searched:");
                fileName=obj.nextLine();

                //Searching file
                boolean isFound = FileManager.searchFile(folderpath, fileName);

                if(isFound)
                        System.out.println("File is present in the folder");
                else
                        System.out.println("File is not present in the folder");
        }
```

```
}
```