LockedMe.com (Sprint Work & Project Specification)

Version History:

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Purpose	Scrum details and specifications of the application
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1. Modules in the Project

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

2. <u>Java Technologies used:</u>

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

3. **Sprint Wise Work:**

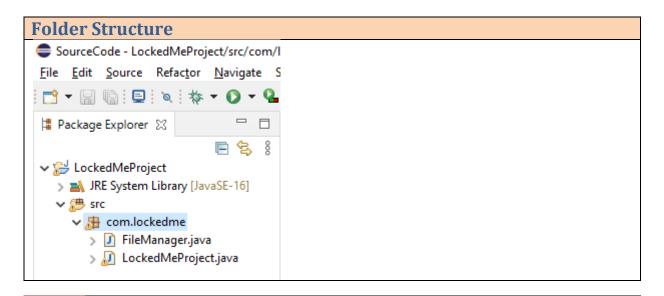
Sprint Number	Modules
1	Display all files
1	Add new file
	Delete file
2	Search file
2	Testing
	Deployement(creating a jar file)

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:**



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)
             {
                                      getAllFiles();
                          case 1:
                                      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);
      if(fileNames.size()==0)
             System.out.println("No Files in the Directory");
      else
             System.out.println("FILES LIST IS BELOW:");
             for(String f:fileNames)
                    System.out.println(f);
      }
       * 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++)</pre>
                                 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");
      }
}
```