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. PROJECT GITHUB LINK:

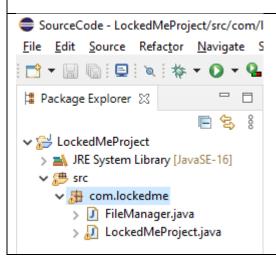
REPOSITORY NAME

Phase1Project-FSD

GITHUB LINK

https://github.com/kumarabhishek7885/Phase1Project-FSD.git

2. Folder Structure



3. 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;
      }
}
```

4. 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);
      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");
                          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");
      }
}
```