Locked Me

LockedMe.com. The whole project was divided in 2 Sprints of 1 week each.

**1st Sprint:-**

Added the method to Create a user defined file.

Added the method to list all the file in the directory where these user defined file will be stored.

Created a main method with these method called to call create and list method on the base of user given command from the menu shown to user

**2nd Sprint:-**

Added a method to delete any existing file which user commands to.

Added a method to read and render the content of the file asked by user.

Modified Create method to get user defined content too.

Modified main method to render the list in a loop until user wants to exit the operations.

**Methods and operations:-**

We have 5 operations that user can perform.

1st :- Create a file and add content to it.

2nd :- Read any file.

3rd :- delete any file.

4th :- List all the files.

5th :- Exit the application.

Code Module

**The code was divided into 2 class:-**

**1st:- Main Class**

This class had just one method, **main method** which had the logic to loop and render the content and the interaction part with the user.

**2nd:- Operations Class**

This class had 4 methods **createFile, readFile, deleteFile and listFile**. Each method had their task assigned as the name suggests.

Core concepts:-

The whole application was majorly based on **file input output and handling** operations. I have used **BufferedOutputStream** to write and create the files and **Scanner with System.in** to take input from the users to name and give content to the folder.

For reading operations, I have **Scanner class** with **File class** to render the content of the files.

For delete method I have used **File Class** and it’s method**.delete()** to delete the file name given by the user.

For listing the file I have Used an **Array** to hold the **File objects** and render it by **forEach method**.

**While loop** is used to loop the code as many times as user wants to perform the operations and **if, else if statements** has been used to call any method based on the user input.