Lab 05 - B

In today's lab, your task is to build a file manager that will be used to store, view, remove and update files.

There can be two types of files. One is read-only, which can be printed and archived. Another is editable, which can be compressed and translated. A commonly allowed feature of both file types is sharing.

While adding a file, one has to assign a unique name, file type and file content. The size of the file is calculated from the size of the content (string size).

The remove option will delete the file from the file manager.

The view option will show the content and allowed features.

Using update one can update the content of a file that is editable. If the file is not editable it will show it is not editable and will not change the content if given otherwise it will replace the old content with the new one.

Finally, show summary will show the total number of files and total occupied memory by calculating the total file size and lastly the list of the files.

Use the necessary concept of class, inheritance, constructor and getter-setter.

