

Problem Description:

- ➔ Develop an application Named **LockedMe.com** for **Lockers PVT Inc.**
- ➔ This application will be prototype of the final application
- ➔ The application should be able to do the following:
 - Option to add a user specified file to the application
 - Option to delete a user specified file from the application
 - Option to search a user specified file from the application
 - Navigation option to close the current execution context and return to the main context
 - Option to close the application

About the application developed:

- ➔ Coded in Java language
- ➔ Since this is a prototyped application, instead of file handling I have used **ArrayList** to store and extract the names of the file and do the operations asked
- ➔ Each function performed are exactly as asked by the client, using ArrayList we can see all the features which we want to implement
- ➔ The final project will be implemented by using file handling and with some more added feature
- ➔ On the Homepage the name of the application along with the developer name is displayed on the top left of the screen
- ➔ Now, when user launches the application, he sees total of 3 options present.
- ➔ These are the options to:
 - 1: View files
 - 2: Edit files
 - 3: Exit
- > By using the scanner, we have allowed user to choose desired option
- > User can choose the desired option by giving the input i.e., either "1","2" or "3"
- > If user presses "1" as the input (Displays list of files present in sorted order)
- > Our task was to display list of files in sorted order
- > I've used the **Collections.sort()** function to display the files in sorted order
- ➔ I expect user to give an input which is of integer type. As the three options are integers, there is no need of accepting string or any other data-type input. For this I have used **ExceptionHandling** and

if any other data-type value except integer is entered then Error occurs, and program will auto Exit giving **InputMismatchException** as error

-> If the user chooses the 2nd option on the main menu i.e, **Edit Files**, the user is taken to 2nd page. Here the user has 3 different edit options.

-> Here he has options to:

1: Add file

2: Delete a file

3: Search file

4: Main Menu

-> Now if the user presses "1" in the second menu, He is allowed to **Add** a file. After providing the desired name the file gets added

-> Option "2" is for **Deleting** a file.

-> If "2" is pressed we give option to delete a file if it is present in our list of files. Else "File not present" is displayed on output screen

-> If the file is present then it gets deleted and "Removed" is displayed

-> Now if the user presses "3" in the second menu, He is allowed to **Search** for a file. After providing the desired name the file gets searched and if file is present then "Present" and if not then "File Not Present" is displayed

-> If we choose Option "4" then we are **redirected to the main menu**, here user can choose the desired option. Or he can choose to **Exit** by just choosing Option "3" In the main menu

→ These options are working as each has a method implemented with them. For adding I've Used **files.add()**, as these are only the names of the files getting added to our list.

→ Similarly for deleting **files.remove()** is used.

→ I've given option to exit on the first menu and so the 2nd menu has option to take us back to main menu where finally we can exit.

→ I've also implemented **switch case** to present the desired function by user