**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 theses are only the names pf 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 **swich case** to present the desired function by user