To complete the LockedMe.com application within 15 days, you can divide the development process into multiple sprints. Here's a suggested plan with three sprints:

Sprint 1 (Days 1-5):

1. Setup project structure and version control system.
2. Create the main menu and implement the functionality to display all files.
3. Implement the functionality to add a file.
4. Implement basic error handling and validation.
5. Write unit tests for the implemented features.
6. Conduct basic testing and bug fixing.

Sprint 2 (Days 6-10):

1. Implement the functionality to delete a file.
2. Implement the functionality to search for a file.
3. Add sorting capabilities to the file listing.
4. Implement additional error handling and validation.
5. Write unit tests for the newly implemented features.
6. Conduct testing and bug fixing.

Sprint 3 (Days 11-15):

1. Improve the user interface and add appropriate messages and prompts.
2. Refactor the codebase for better modularity and readability.
3. Implement additional features or enhancements (if time permits).
4. Write comprehensive unit tests to ensure code coverage.
5. Conduct thorough testing, including edge cases and user scenarios.
6. Perform bug fixing, optimization, and code cleanup.

Sprint 1 Flowchart:

1. Start
2. Set up project structure and version control system
3. Create main menu
4. Display all files
5. Add a file
6. Implement basic error handling and validation
7. Write unit tests
8. Conduct basic testing and bug fixing
9. End

Sprint 2 Flowchart:

1. Start
2. Delete a file
3. Search for a file
4. Sort file listing
5. Implement additional error handling and validation
6. Write unit tests
7. Conduct testing and bug fixing
8. End

Sprint 3 Flowchart:

1. Start
2. Improve user interface
3. Refactor codebase
4. Implement additional features or enhancements
5. Write comprehensive unit tests
6. Conduct thorough testing
7. Bug fixing, optimization, and code cleanup
8. End

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Project Timeline: The development of the LockedMe.com application is scheduled to be completed within 15 days. The project follows a sprint-based approach with three planned sprints to ensure timely delivery.

Project Goals: The primary goals of the LockedMe.com project are to digitize file management, enhance security, improve organization, facilitate collaboration, and provide a user-friendly experience for file management tasks.

Key Technologies and Tools:

- Programming Language: Java
- Integrated Development Environment (IDE): IntelliJ IDEA
- Version Control: Git
- Unit Testing Framework: JUnit
- Software Development Methodology: Agile (Scrum/Kanban)

1. User Interface (UI) Design:
    - Create a main menu screen that displays the available options.
    - Design screens for file listing, file addition, file deletion, and file search functionalities.
    - Include input fields, buttons, and labels as necessary to capture user input and display information.
2. File Management Functionality:
    - Implement a class to handle file operations, such as creating, reading, updating, and deleting files.
    - Design methods to retrieve a list of files, add a file, delete a file, and search for a file based on user input.
3. User Authentication:
    - Create a simple login screen that accepts a username and password.
    - Implement basic authentication functionality to validate the user's credentials.
4. Error Handling and Validation:
    - Incorporate error handling mechanisms to display appropriate error messages when users enter invalid inputs or encounter issues during file operations.
    - Implement validation checks to ensure data integrity and prevent unauthorized access.
5. Integration and Testing:
    - Integrate the UI components with the underlying file management and authentication functionalities.
    - Write unit tests to verify the correctness of the implemented methods.
    - Conduct thorough testing to identify and fix any issues or bugs.