

LockedMe Assignment 1: Java concepts

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Assignment: Simplilearn Phase1 Implement OOPS using JAVA with Data Structures and Beyond

There are many Java concepts used throughout the project.

In the Main Class (Void Main), the Object of the Screen along with importing the Welcome screen has been used.

In the Directory Class, a Public Final String is created to name and Create the Directory in the path. Inheritance and Multithreading concepts are used throughout the project in all the classes and the interface created. In the Welcome Page class, the inheritance is used to inherit the properties of the LockedMe UI. This is why the object can be called from within both the classes.

Lists are used to Create the data structures - ArrayList.

Scanner objects are used to take the input from the User and perform operations accordingly.

Debugging tools such as Try and Catch is used to ensure mitigation of risks with no errors.

Override is used as well where the Return objects are defined.

All combined, Multithreading concept is used where multiple operations are happening at the same time.

Overall, all four main Object Oriented Programming core principals are displayed in the program

- Polymorphism
- Abstraction
- Inheritance
- Encapsulation