

Lockedme.com

(Source Code)

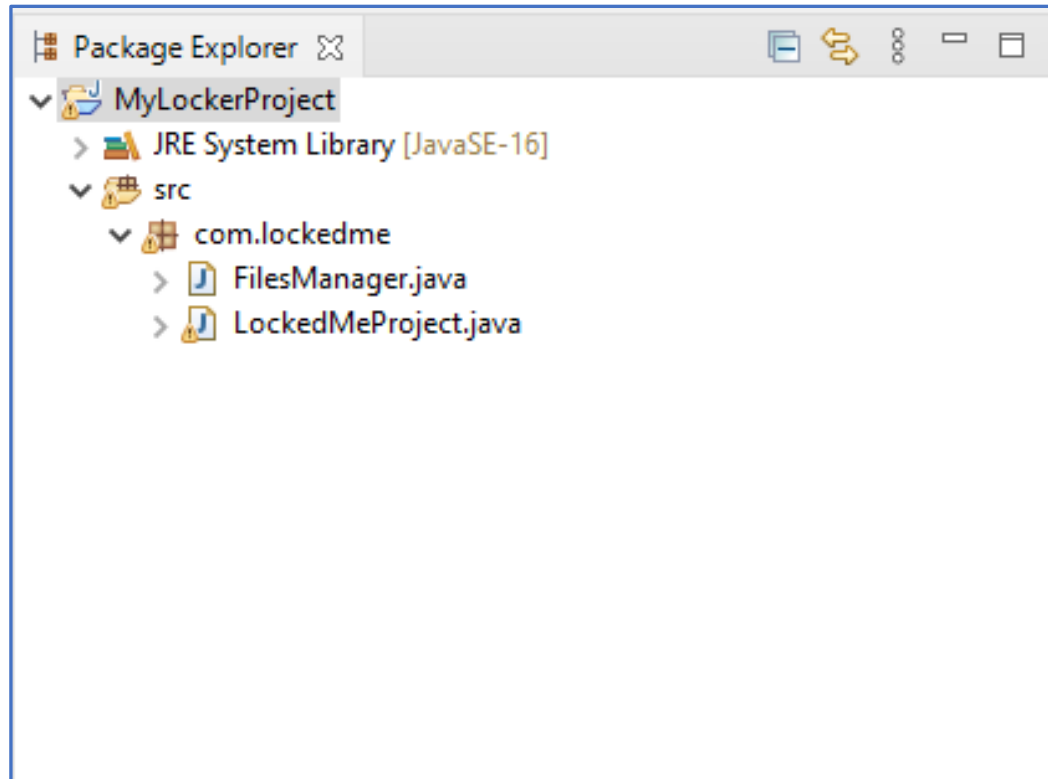
- **Version History:**

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2.	Purpose	Source Code
3.	Date	8 August 2021
4.	Version	1.0

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1. Folder Structure.



2. Project Files.

A. LockedMeProject.java

```
LockedMeProject.java  FilesManager.java
1  package com.lockedme;
2
3  import java.util.ArrayList;
4  import java.util.Collections;
5  import java.util.List;
6  import java.util.Scanner;
7
8  public class LockedMeProject
9  {
10     //FolderPath of files. |
11     static final String folderpath="D:\\Phase1 Project\\LockedMeFiles";
12     public static void main(String[] args)
13     {
14         int proceed = 1;
15
16         do
17         {
18             //Variable Declaration.
19             int ch;
20
21             //Display Menu.
22             ch=displayMenu();
23
24
25             switch(ch)
26             {
27                 case 1 : getAllFiles();
28                     break;
29                 case 2 : createFiles();
30                     break;
31                 case 3 : deleteFiles();
32                     break;
33                 case 4 : searchFiles();
34                     break;
35                 case 5 : System.exit(0);
36                     break;
37
38                 default : System.out.println("Invaild Option");
39                     break;
40             }
41         }while(proceed>0);
42     }
```

```

LockedMeProject.java  FileManager.java
41     }, null, 0);
42 }
43
44 public static int displayMenu()
45 {
46     Scanner obj = new Scanner(System.in);
47     int ch;
48
49     System.out.println("*****");
50     System.out.println("\t\t\tLockedMe.com");
51     System.out.println("*****");
52     System.out.println("1). Display All Files.");
53     System.out.println("2). Add a New File");
54     System.out.println("3). Delete a File");
55     System.out.println("4). Search a File");
56     System.out.println("5). Exit");
57     System.out.println("*****");
58     System.out.println("Enter your Choice : ");
59     ch = Integer.parseInt(obj.nextLine());
60
61     return ch;
62 }
63
64 /**
65  * This method will return the file name from the folder.
66  * @param folderpath
67  * @return List<String>
68  */
69
70 public static void getAllFiles()
71 {
72     //getting files name
73     List<String> fileNames = FileManager.getAllFiles(folderpath);
74
75     if(fileNames.size()==0)
76         System.out.println("Files not found in Directory");
77     else
78     {
79         System.out.println("File list is below:\n");
80
81         //sorting file names in ascending order
82         Collections.sort(fileNames);

```

```

83
84         //Print Output.
85         for(String f:fileNames)
86             System.out.println(f);
87     }
88 }
89
90 * This method will create or append content into the file specified.
91 public static void createFiles()
92 {
93     //Variable Declaration.
94     Scanner obj = new Scanner(System.in);
95     String fileName;
96     int linesCount;
97     List<String> content = new ArrayList<String>();
98
99     //Read files names from the user.
100    System.out.println("Enter the File Name:");
101    fileName=obj.nextLine();
102
103    //Read number of Lines form the user.
104    System.out.println("Enter how many lines in the files:");
105    linesCount=Integer.parseInt(obj.nextLine());
106
107    //Read lines from the user.
108    for(int i=1;i<=linesCount;i++)
109    {
110        System.out.println("Enter line "+i+":");
111        content.add(obj.nextLine());
112    }
113
114    //Save content into the file.
115    boolean isSaved= FileManager.createFiles(folderpath,fileName,content);
116
117    if(isSaved)
118        System.out.println("Files and Data saved Sucessfully");
119    else
120        System.out.println("Error occured.Please contact admin@.com");
121 }
122
123 * This method will delete the file name if exist.
124 public static void deleteFiles()
125 {
126     //Code for Deleting File.
127     String fileName;
128     Scanner obj = new Scanner(System.in);//User input.
129     System.out.println("Enter the file name to be Deleted:");
130     fileName = obj.nextLine();
131
132     //Deleting the File.
133     boolean isDeleted = FileManager.deleteFiles(folderpath,fileName);
134
135     if(isDeleted)
136         System.out.println("File deleted Successfully");
137     else
138         System.out.println("File not there");
139 }
140
141 * This method will Search the File if exist.
142 public static void searchFiles()
143 {
144     //Code for Searching the File.
145     String fileName;
146     Scanner obj = new Scanner(System.in);//User input.
147     System.out.println("Enter the file name to be Searched:");
148     fileName = obj.nextLine();
149
150     //Searching the File.
151     boolean isFound = FileManager.searchFiles(folderpath,fileName);
152
153     if(isFound)
154         System.out.println("File searched Successfully");
155     else
156         System.out.println("File not Found");
157 }
158 }

```

B. FileManager.java

```
LockedMeProject.java  FileManager.java  ⌕
1  package com.lockedme;
2
3  import java.io.File;
4
5
6
7
8  public class FileManager
9  {
10     /**
11      * This method will return the file name from the folder.
12      * @param folderpath
13      * @return List<String>
14      */
15     public static List<String> getAllFiles(String folderpath)
16     {
17         //Creating file Object.
18         File fl = new File(folderpath);
19
20         //getting all the files into filesArrays.
21         File[] listOffiles = fl.listFiles();
22
23         //Declare a list to store the file name.
24         List<String> fileNames = new ArrayList<String>();
25
26         for(File f:listOffiles)
27             fileNames.add(f.getName());
28
29         //Return the fileNames.
30         return fileNames;
31     }
32
33     /**
34      * This method will create or append content into the file specified.
35      * @param folderpath.
36      * @param fileName.
37      * @param content.
38      * @return boolean.
39      */
40     public static boolean createFiles(String folderpath,String fileName,List<String> content)
41     {
42         try
43         {
44             File fl= new File(folderpath,fileName);
45             FileWriter fw = new FileWriter(fl);
```

```

LockedMeProject.java  FileManager.java  ⌵
46
47         for(String s:content)
48         {
49             fw.write(s+"\n");
50         }
51         fw.close();
52         return true;
53     }
54     catch(Exception Ex)
55     {
56         return false;
57     }
58 }
59
60 /**
61  * This method will delete the file name if exist.
62  * @param folderpath
63  * @param fileName
64  * @return
65  */
66 public static boolean deleteFiles(String folderpath,String fileName)
67 {
68     //Initializing the path with file name and creating the object.
69     File file = new File(folderpath+"\\ "+fileName);
70
71     try
72     {
73         if(file.delete())
74             return true;
75         else
76             return false;
77     }
78     catch(Exception Ex)
79     {
80         return false;
81     }
82 }
83
84
85 /**
86  * This method will Search the File if exist.
87  * @param folderpath
88  * @param folderName

```

```

    * @param folderName
    * @return
    */
    public static boolean searchFiles(String folderpath,String fileName)
    {
        //Initializing the path with file name and creating the object.
        File file = new File(folderpath+"\\ "+fileName);

        try
        {
            if(file.exists())
                return true;
            else
                return false;
        }
        catch(Exception Ex)
        {
            return false;
        }
    }
}

```