Menu

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 - Alert Dialog

OPTIONS MENU

Options Menu

- For Options menu we require:
 - Menu resource directory
 - New menu file
 - Create menu
 - OnItemSelected for menu

Coding for Options Menu

Create a ListView as discussed earlier

- Create a new directory under 'res' directory and name it 'menu'
- Create a new 'menu resource file', it would look like this:

```
<?xml version="1.0" encoding="utf-8"?>
     <menu
     xmlns:android="http://schemas.android.com/apk/res/android">
     </menu>
Add the following code to it:
```

```
android:title="RED"/>
<item android:id="@+id/menuBlue"
  android:title="BLUE"/>
```

<item android:id="@+id/menuRed"

For Sub menu code the following:

```
<item android:id="@+id/menuMore"
  android:title="More">
   <menu>
     <item android:id="@+id/menuYellow"
       android:title="YELLOW"/>
     <item android:id="@+id/menuCyan"
       android:title="CYAN"/>
   </menu>
</item>
Make instance of your Layout(Constraint Layout in this case):
 ConstraintLayout myLayout = findViewById(R.id.myLayout);
Create the Menu by following code:
 @Override
    public boolean onCreateOptionsMenu(Menu menu) {
      MenuInflater inflater = getMenuInflater();
      inflater.inflate(R.menu.my options menu, menu);
      return true;
```

Create onOptionsItemSelected listener:

```
@Override
   public boolean onOptionsItemSelected(MenuItem item) {
     switch (item.getItemId()) {
       case R.id.menuRed:
         myLayout.setBackgroundColor(Color.RED);
         return true;
       case R.id.menuBlue:
         myLayout.setBackgroundColor(Color.BLUE);
         return true;
       case R.id.menuYellow:
         myLayout.setBackgroundColor(Color.YELLOW);
         return true;
       case R.id.menuCyan:
         myLayout.setBackgroundColor(Color.CYAN);
         return true;
       case R.id.menuMore:
         Toast.makeText(this, "Loading more items...", Toast .LENGTH_SHORT)
   .show();
         return true;
       default:
         return super.onContextItemSelected(item);
```

CONTEXT MENU

Context Menu

- For Context menu we require:
 - ListView(you may use any other component/view)
 - Array Adapter
 - Menu resource directory
 - New menu file
 - Register menu with view
 - Create menu
 - OnItemSelected for menu

Coding for context menu

- Create a ListView as discussed earlier,
 - Use the following resource for data:

```
    List<String> myList = new ArrayList<>();
myList.add("Apple");
myList.add("Orange");
myList.add("Mango");
myList.add("Litchi");
myList.add("Grapes");
```

- Create a new directory under 'res' directory and name it 'menu'
- Create a new 'menu resource file', it would look like this:

```
<?xml version="1.0" encoding="utf-8"?>
  <menu
  xmlns:android="http://schemas.android.com/apk/res/android">
  </menu>
```

Add the following code to it:

It's time we add code for Contextual Menu.

Implement a MultiChoiceModeListener in MainActivity.java AbsListView.MultiChoiceModeListener modeListener = new AbsListView.MultiChoiceModeListener() { @Override public void onItemCheckedStateChanged(ActionMode actionMode, int i, long I, boolean b) { } @Override public boolean onCreateActionMode(ActionMode actionMode, Menu menu) { return true; } @Override public boolean onPrepareActionMode(ActionMode actionMode, Menu menu) { return false: } @Override public boolean onActionItemClicked(ActionMode actionMode, MenuItem menuItem) { return false; }

@Override
public void onDestroyActionMode(ActionMode actionMode) { }
};

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• Now add the following code in onCreateActionMode:

```
public boolean onCreateActionMode(ActionMode actionMode, Menu
menu) {
    MenuInflater inflater = actionMode.getMenuInflater();
    inflater.inflate(R.menu.my_context_menu, menu);
    return true;
}
```

In onCreate() add code for registering the listView:

```
IvList.setChoiceMode(AbsListView.CHOICE_MODE_MULTIPLE_MODAL);
IvList.setMultiChoiceModeListener(modeListener);
adt = new ArrayAdapter<String>(MainActivity.this,
android.R.layout.simple_list_item_1, FRUITS);
IvList.setAdapter(adt);
```

Create a method that helps remove item:

```
public void removeItems(List<String> items){
   for(String item : items){
     FRUITS.remove(item);
   }
   adt.notifyDataSetChanged();
}
```

For userSelection we need one more ArrayList to be declared in MainActivity:

```
private ArrayList<String> userSelection = new ArrayList<>();
```

• The code for Items getting selected goes in onItemCheckedStateChanged of MultiChoiceModeListener:

```
position = i;
if(userSelection.contains(FRUITS.get(i))) {
    userSelection.remove(FRUITS.get(i));
}
else {
    userSelection.add(FRUITS.get(i));
}
actionMode.setTitle(userSelection.size()+" items selected..");
```

 We need to call methods, depending on the user menu option selection, code to be added in onActionItemClicked:

```
info = (AdapterView.AdapterContextMenuInfo)
menuItem.getMenuInfo();
switch (menuItem.getItemId()){
 case R.id.menuDelete:
    removeItems(userSelection);
    actionMode.finish();
    return true;
 case R.id.menuUpdate:
    openDialogue(position);
 default:
    return false;
}
```

• We need to flush the user selection for fresh input:

```
public void onDestroyActionMode(ActionMode actionMode) {
   userSelection.clear();
}
```

Create a switch case for itemSelected: switch (item.getItemId()) { Create cases as below: – Case for Update: case R.id.menuUpdate: openDialog(); myList.set(info.position, text); return true; – Case for Delete: case R.id.menuDelete: removeItems(list); adapter.notifyDataSetChanged(); return true; Default case: default: return super.onContextItemSelected(item);

 Here note that you need to create the openDialog method in MainActivity, just press alt+enter and create the method, we will discuss about it later.

Modified in for Add/Update in this case

ALERT DIALOG

Alert Dialog

- Here we are designing the Alert Dialog for our Context menu Item selected
- Create a new method as shown below:

```
private void openDialogAdd() { }
```

 Create an instance of Builder to build the Alert Dialog://in openDialod Add()

```
AlertDialog.Builder builder = new AlertDialog.Builder(this);
```

We need editText and a Layout for AlertDialog:

```
final EditText edtText = new EditText(getApplicationContext());
```

```
LinearLayout.LayoutParams lp = new LinearLayout.LayoutParams(
    LinearLayout.LayoutParams.MATCH_PARENT,
    LinearLayout.LayoutParams.MATCH_PARENT);
```

```
edtText.setLayoutParams(lp);
```

Using builder, build the Alert Dialog:

```
builder.setView(edtText)
    .setTitle("Add Elements Dialog")
    .setPositiveButton("Add", new DialogInterface.OnClickListener() {
      @Override
      public void onClick(DialogInterface dialog, int which) {
        myList.add(edtText.getText().toString());
        adapter.notifyDataSetChanged();
    })
    .setNegativeButton("Cancel", new DialogInterface.OnClickListener() {
      @Override
      public void onClick(DialogInterface dialog, int which) {
        Toast.makeText(getApplicationContext(), "Action Cancelled",
  Toast.LENGTH SHORT).show();
    });
```

Inorder to show the AlertDialog we make use of show() method:

```
builder.show();
```

• Similarly we can create update method replacing the following code:

```
.setPositiveButton("Add", new DialogInterface.OnClickListener() {
    @Override
    public void onClick(DialogInterface dialog, int which) {
        int pos = info.position;
        myList.remove(pos);
        myList.add(pos, edtText.getText().toString());
        adapter.notifyDataSetChanged();
    }
})
```



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