

Slide 8.13: Menus

Slide 8.15: Java source code: MainActivity.java (cont.)

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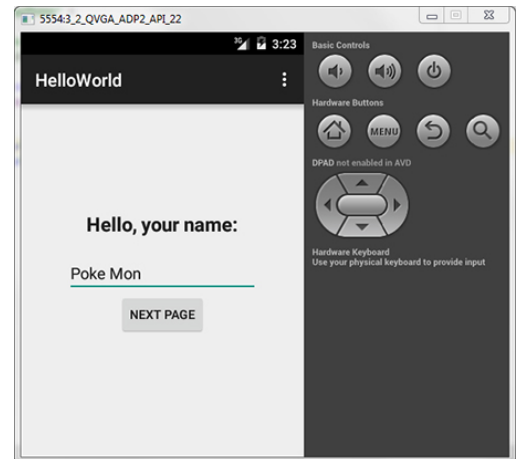


Java Source Code

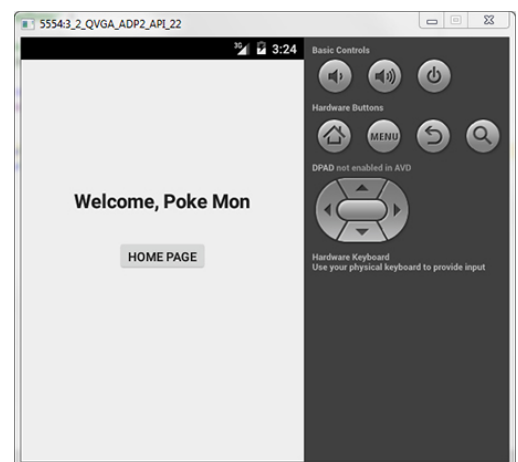
The Java code is what drives everything. It is converted to Dalvik executable and runs your application. This application includes two screens/activities/classes:

- [MainActivity.java](#) and
- [NextActivity.java](#).

Notice that the class is based on the [Activity](#) class. An Activity is a single application entity that is used to perform actions. The [onCreate](#) method is called by the Android system when your Activity starts—it is where you should perform all initialization and UI setup. An activity is not required to have a user interface, but usually does.



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HelloWorld/app/src/main/java/com/example/wenchen/helloworld/MainActivity.java

```

01 package com.example.wenchen.helloworld;
02
03 import android.app.Activity;
04 import android.content.Intent;
05 import android.os.Bundle;
06 import android.view.View;
07 import android.widget.Button;
08 import android.widget.EditText;
09 import android.support.v7.app.AppCompatActivity;
10 import android.view.Menu;
11 import android.view.MenuItem;
12

```

```

13 public class MainActivity extends AppCompatActivity {
14     @Override
15     protected void onCreate( Bundle savedInstanceState ) {
16         super.onCreate( savedInstanceState );
17         setContentView( R.layout.activity_main );
18         final EditText name = (EditText) findViewById( R.id.name );
19         final Button button = (Button) findViewById( R.id.next );
20         button.setOnClickListener(
21             new View.OnClickListener( ) {
22                 public void onClick( View v ) {
23                     /** Here i calls a new screen. */
24                     Intent i = new Intent( MainActivity.this, NextActivity.class );
25                     i.putExtra( "name", name.getText( ).toString( ) );
26                     startActivity( i );
27                 }
28             }
29         );
30     }
31
32     @Override
33     public boolean onCreateOptionsMenu( Menu menu ) {
34         // Inflate the menu; this adds items to the action bar if it is present.
35         getMenuInflater( ).inflate( R.menu.menu_main, menu );
36         return true;
37     }
38
39     @Override
40     public boolean onOptionsItemSelected( MenuItem item ) {
41         // Handle action bar item clicks here. The action bar will
42         // automatically handle clicks on the Home/Up button, so long
43         // as you specify a parent activity in AndroidManifest.xml.
44         int id = item.getItemId( );
45
46         //noinspection SimplifiableIfStatement
47         if ( id == R.id.action_settings ) {
48             return true;
49         }
50         else if ( id == R.id.next ) {
51             Intent i = new Intent( MainActivity.this, NextActivity.class );
52             startActivity( i );
53         }
54         return super.onOptionsItemSelected( item );
55     }
56 }

```

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