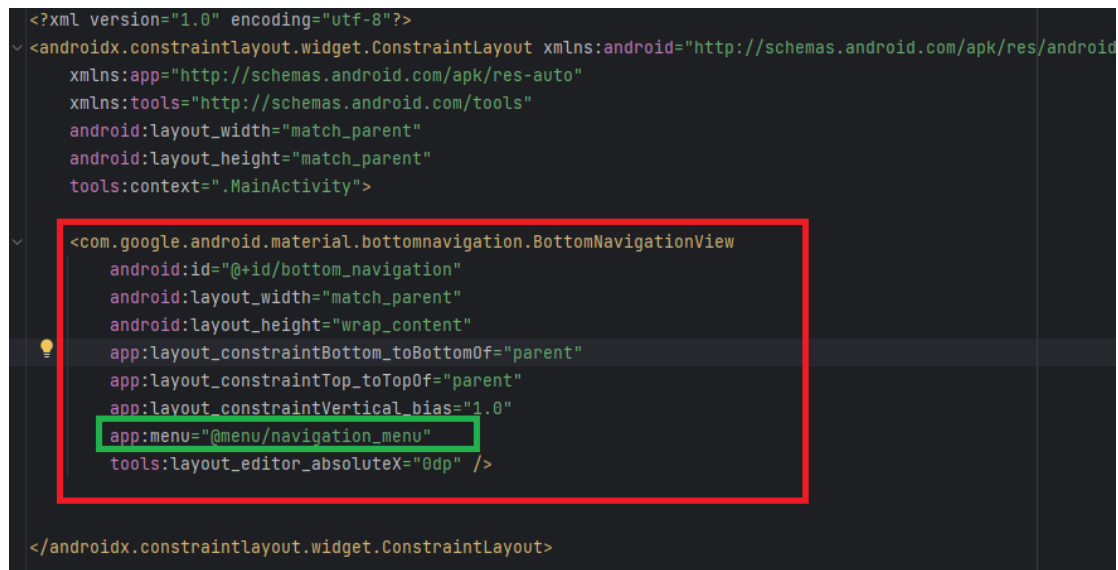


Source code address

[material-components-android/docs/components/BottomNavigationView.md at master · material-components/material-components-android · GitHub](https://github.com/material-components/material-components-android/blob/master/docs/components/BottomNavigationView.md)

Steps

1. no extra dependencies needed (in my case).
2. add a navigation bar container in activity_main.xml.

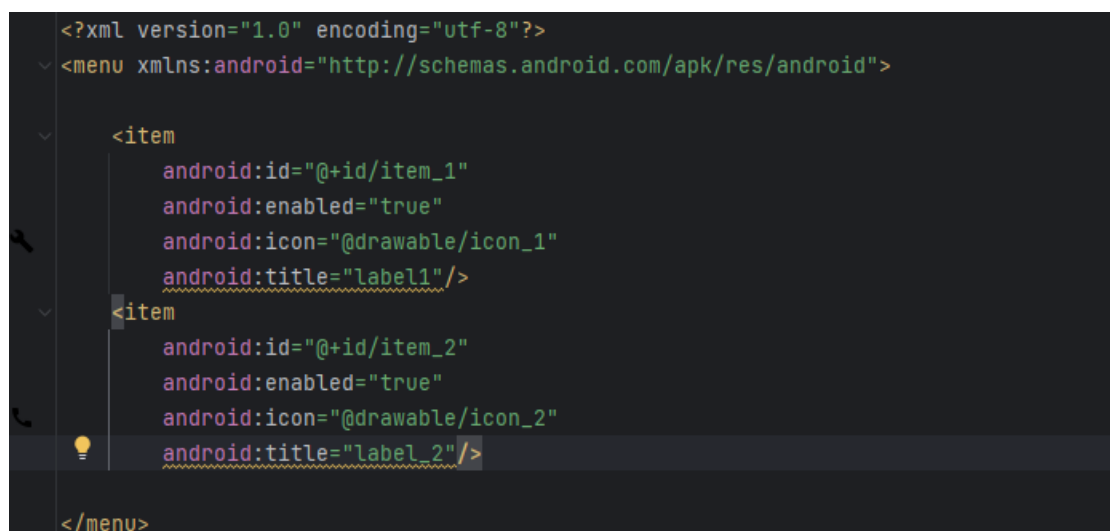


```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <com.google.android.material.bottomnavigation.BottomNavigationView
        android:id="@+id/bottom_navigation"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="1.0"
        app:menu="@menu/navigation_menu"
        tools:layout_editor_absoluteX="0dp" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

3. Create a menu folder, generate a new menu file named “navigation_menu” (be the same name as declared in the navigation bar), add menu items.



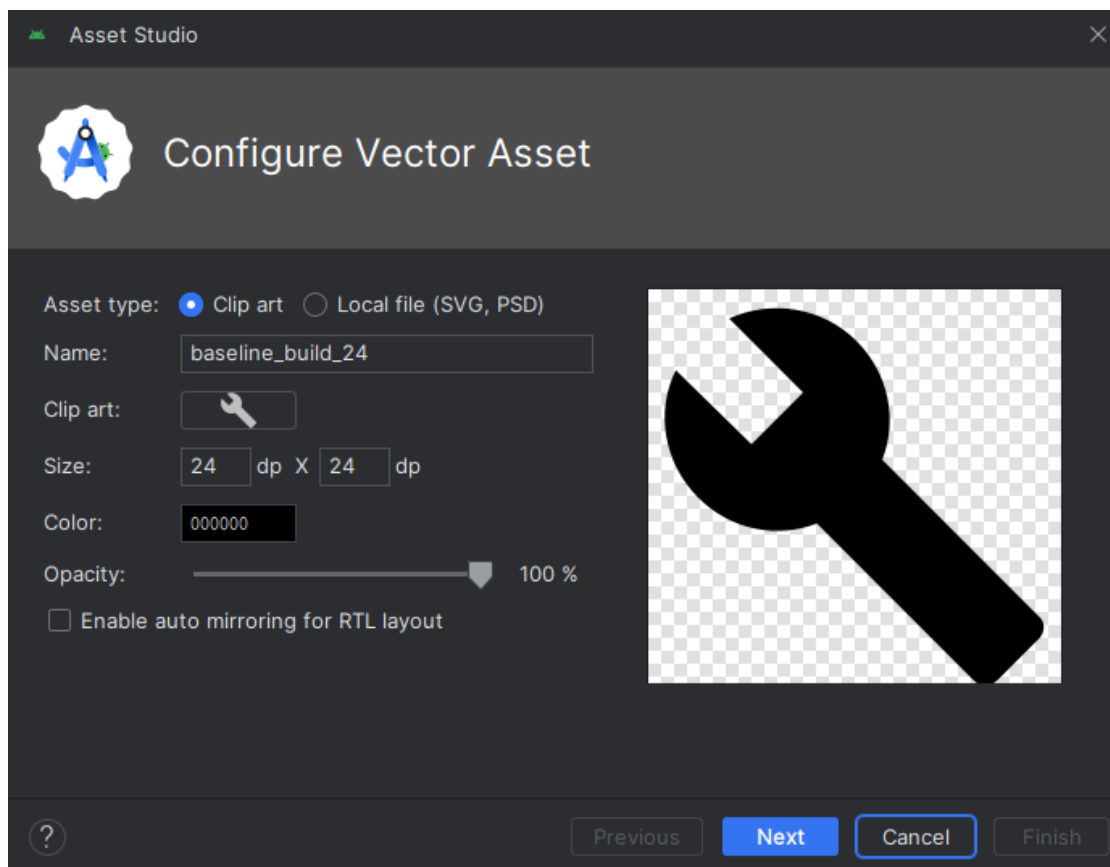
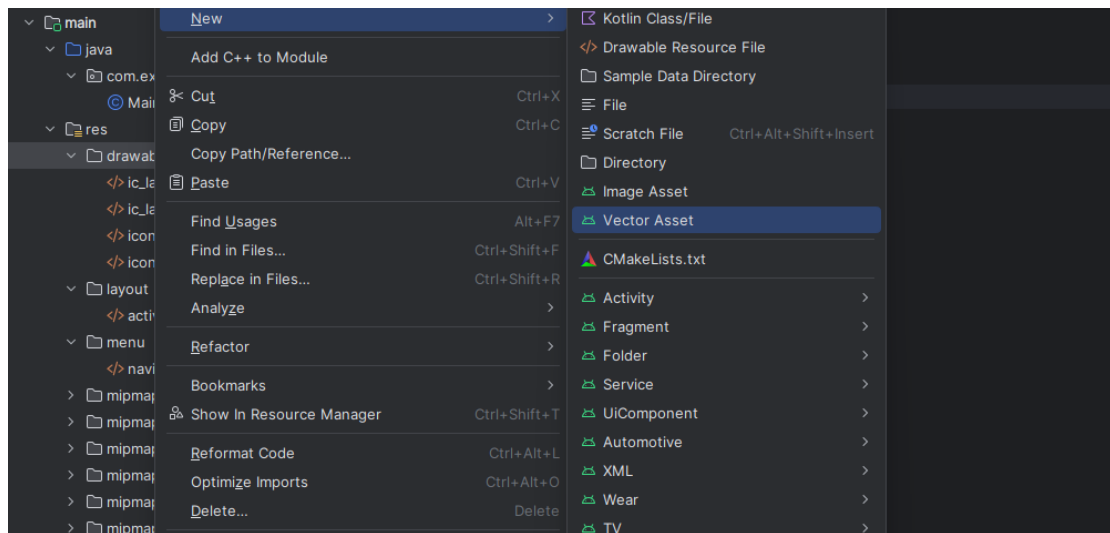
```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">

    <item
        android:id="@+id/item_1"
        android:enabled="true"
        android:icon="@drawable/icon_1"
        android:title="label1"/>

    <item
        android:id="@+id/item_2"
        android:enabled="true"
        android:icon="@drawable/icon_2"
        android:title="label_2"/>

</menu>
```

4. Create vector assets in drawable folder as the icon of each menu item.



5. In Java code, instantiate and add action listener to the navigation bar. **Avoid using a switch statement as it may reported error; instead, use if-else.**

```

NavigationBarView nav = findViewById(R.id.bottom_navigation);

NavigationBarView.OnItemSelectedListener listener = new NavigationBarView.OnItemSelectedListener() {
    1 usage
    @Override
    public boolean onNavigationItemSelected(@NonNull MenuItem item) {
        if(item.getItemId() == R.id.item_1){

            // type code here!
            Toast.makeText(context: MainActivity.this, text: "Item 1 Clicked", Toast.LENGTH_SHORT).show();
            return true;
        }

        else if (item.getItemId() == R.id.item_2){

            //type code here!
            Toast.makeText(context: MainActivity.this, text: "Item 2 Clicked", Toast.LENGTH_SHORT).show();
            return true;
        }

        else return false;
    }
};

nav.setOnItemSelectedListener(listener);
}

```