

Assignment No: 06

Aim:-

Create an android app that demonstrates the use of an Options Menu.

Theory:-

Android Option Menus are the primary menus of android. They can be used for settings, search, delete item etc.

Here, we are going to see two examples of option menus. First, the simple option menus and second, options menus with images.

Here, we are inflating the menu by calling the inflate() method of MenuInflater class. To perform event handling on menu items, you need to override onOptionsItemSelected() method of Activity class.

Code:-

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout 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">

    <TextView
        android:id="@+id/text"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerInParent="true"
        android:text="Android Options Menu"
        android:textSize="18sp" />

</RelativeLayout>
```

menu_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto">
    <item
        android:id="@+id/notification"
        android:title="Notification" />
</menu>
```

```
<item
    android:id="@+id/help"
    android:title="Help" />
<item
    android:id="@+id/setting"
    android:title="Setting" />
<item
    android:id="@+id/logout"
    android:title="Logout" />
</menu>
```

MaiActivity.java

```
package org.girish.optionmenuapplication;
```

```
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.widget.TextView;
import android.widget.Toast;
```

```
import androidx.appcompat.app.AppCompatActivity;
```

```
public class MainActivity extends AppCompatActivity {
    //TextView text;
```

```
    @Override
```

```
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        //text = (TextView) findViewById(R.id.text);
    }
```

```
    @Override
```

```
    public boolean onCreateOptionsMenu(Menu menu) {
        MenuInflater inflater = getMenuInflater();
        inflater.inflate(R.menu.menu_main, menu);

        return true;
    }
```

```
    @Override
```

```
    public boolean onOptionsItemSelected(MenuItem item) {
        // Handle item click
        switch (item.getItemId()) {
            case R.id.notification:
                Toast.makeText(this, "Notification", Toast.LENGTH_SHORT).show();
                break;
        }
```

```
        case R.id.help:
            Toast.makeText(this, "Help", Toast.LENGTH_SHORT).show();
            break;
        case R.id.setting:
            Toast.makeText(this, "Setting", Toast.LENGTH_SHORT).show();
            break;
        case R.id.logout:
            Toast.makeText(this, "Logout", Toast.LENGTH_SHORT).show();
            break;
        default:
            break;
    }
    return super.onOptionsItemSelected(item);
}
```

Steps performed:

1. Select appropriate layout.
2. Override onCreateOptionsMenu(Menu menu)
3. Create MenuInflater object using getMenuInflater() of MenuInflater class
4. Inflate the menu by calling the **inflate()** method of **MenuInflater** class's object menuInflater
(Binding Menu resource to Java)
5. To perform event handling on menu items, we have overridden **onOptionsItemSelected()** method of Activity class.
6. Create option menu resource in android. (menu_main.xml)

Output:-

