

Upon completion of this module, a student will be able to

- understand and explain where menus are used
- define a menu in XML
- add an options menu to the action bar
- respond to options menu selections
- define a navigation drawer in XML
- enable and work with a navigation drawer in Kotlin



Assignment

- Task
 - For this project, you'll design an app and then implement the navigation drawer and action bar menu for that app.
- Repo
 - https://github.com/LambdaSchool/Sprint-Android-Additional-Android-Assignment
 nts/tree/master/M03/Assignment
- Submission
 - Fork on github and submit pull request





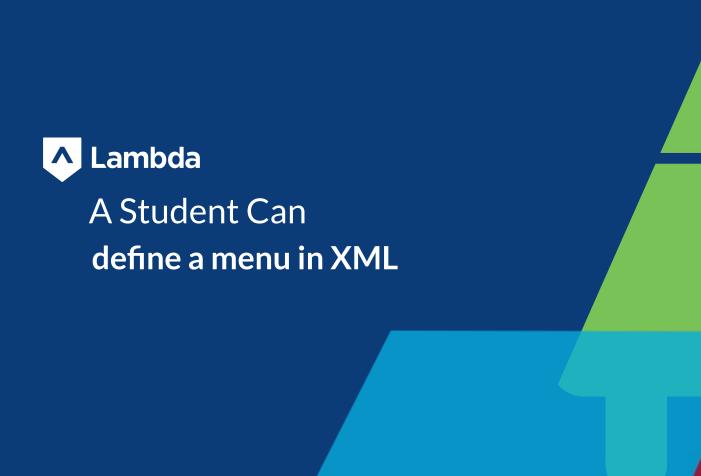
A Student Can understand and explain where menus are used

Menus

- Options menu
- Context Menu
- Popup Menu







Menu vs. Layout

- Menu resource
 - Used in multiple contexts
 - Lays out differently in each

- Layout
 - Used in Activities or Fragments
 - More strict in structure and look



Elements and Attributes

- Menu
 - Container for items
- Item
 - Menultem
- Group
 - Container of items

- icon
 - Menu icon image
- showAsAction
 - How it should appear in the action bar
- checkable
- checkableBehavior





A Student Can add an options menu to the action bar

Adding Options Menu

- Override onCreateOptionsMenu
- Menu Inflater
- Inflate menu resource

```
override fun onCreateOptionsMenu(menu: Menu): Boolean {
   val inflater = menuInflater
   inflater.inflate(R.menu.sort_menu, menu)
   return true
}
```

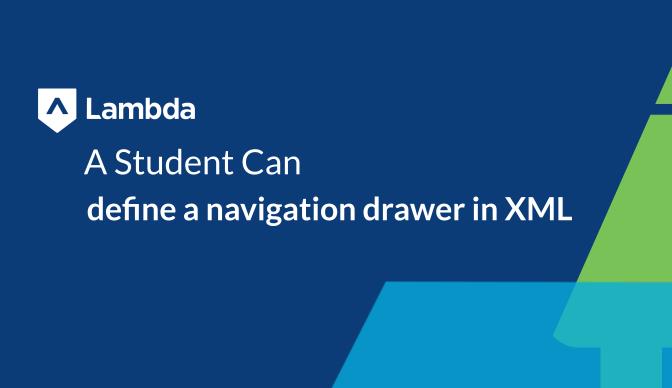




A Student Can respond to options menu selections

Handling Click

- Override onOptionsItemSelected
- Perform action based on item selected



Layout

- DrawerLayout Parent (2 Children)
 - 1. Activity content
 - 2. Navigation drawer layout

```
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:id="@+id/drawer layout"
    android:layout width="match parent"
    android:layout_height="match_parent">
    android:id="@+id/nav_view"
```



Nav Drawer Content

Menu resource

```
<android.support.design.widget.NavigationVie
w
    android:id="@+id/nav_view"
    android:layout_width="wrap_content"
    android:layout_height="match_parent"
    android:layout_gravity="start"
    android:fitsSystemWindows="true"
    app:menu="@menu/options_menu" />
```



Header

app:headerLayout="@layout/nav_header"





A Student Can enable and work with a navigation drawer in Kotlin

Toolbar

setSupportActionBar(toolbar)

```
<android.support.design.widget.AppBarLayout
    android:layout_width='match_parent"
    android:layout_height='wrap_content"
    android:theme="@style/AppTheme.AppBarOverlay"

    <android.support.v7.widget.Toolbar
        android:id="@+id/toolbar"
        android:layout_width='match_parent"
        android:layout_height='?attr/actionBarSize"
        android:background='?attr/colorPrimary"
        app:popupTheme='@style/AppTheme.PopupOverlay"/>

</android.support.design.widget.AppBarLayout>
```



Add Toggle Button

- Create toggle object
- Add toggle to toolbar
- Bind drawer and toggle



Handle Click Events

• OnNavigationItemSelectedListener

```
val navigationView = findViewById<NavigationView>(R.id.nav_view)
navigationView.setNavigationItemSelectedListener { menuItem ->
   menuItem.<u>isChecked</u> = true
    Toast.makeText(baseContext, menuItem.<u>title</u>, Toast.LENGTH_SHORT).show()
    swApiObjects!!.clear()
    viewAdapter!!.notifyDataSetChanged()
   when (menuItem.itemId) {
        R.id.nav_category_people -> getData(TYPE_PEOPLE)
        R.id.nav_category_planets -> getData(TYPE_PLANETS)
        R.id.nav_category_starships -> getData(TYPE STARSHIPS)
    drawerLayout!!.closeDrawers()
    true ^setNavigationItemSelectedListener
```

