

Department of Electronics & Telecommunication Engineering

BATCH AND ROLL NO:

EXPERIMENT NO.5

TITLE: Design a mobile application to create different dialog boxes and menu (popup, option ,context)

DATE OF PERFORMANCE:

DATE OF SUBMISSION:

Title: Design a mobile application to create different dialog boxes and menu (popup, option, c o n t e x t)

Requirements:

1. Android Studio

Theory:

Introduction

In the ever-evolving field of mobile application development, the user interface plays a crucial role in shaping the user experience. Dialog boxes and menus are integral components that enhance user interactions within an application. This lab focuses on the design and implementation of a mobile application featuring different types of dialog boxes, including Popup Dialogs, Option Menus, and Context Menus.

Objective of the Lab: The primary goal of this lab is to guide you through the process of designing a mobile application with versatile user interaction components. Specifically, you will learn how to incorporate Popup Dialogs to display crucial information or prompt user actions, Option Menus for providing a set of actions within the app, and Context Menus to offer context-specific options based on user interactions.

Components of the Application: 1.

Popup Dialogs:

o Popup Dialogs are temporary overlay windows that appear on top of the current activity. o They are commonly used for alerts, confirmations, or presenting additional information without navigating to a new screen. o

Popup Dialogs can be employed to offer contextual choices, providing users with quick access to specific actions.

2. **Option Menus:**

 Option Menus provide a set of actions that users can access within the application.
 They typically appear at the top of the screen and offer a range



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of options related to the current context. O Option Menus are ideal for presenting a concise list of actions that users may need at any point in the application.

3. Context Menus:

- Context Menus are dynamic menus that appear when a user long-presses on a specific UI element, providing context-specific actions.
- They are useful for offering relevant options based on the user's current interaction.

Lab Prerequisites:

- Basic understanding of mobile application development concepts.
- Familiarity with the chosen development environment (e.g., Android Studio).
- Prior knowledge of programming languages such as Java (for Android).

Steps:

Step 1: Set Up Your Development Environment

• Ensure that you have Android Studio installed and configured on your machine.

Step 2: Create a New Project

- Open Android Studio and create a new project.
- Choose an appropriate project template, such as "Empty Activity" or "Basic Activity."

Step 3: Design the Main Activity Layout

- Open the XML layout file associated with your main activity (e.g., activity main.xml).
- Design the layout with relevant UI elements for triggering different types of dialog boxes and Popup Menus.

Step 4: Implement the Java Code · Open the Java file associated with your

main activity (e.g., MainActivity.java).

• Implement the logic for creating and showing Popup Dialogs, Option Menus, and Context Menus in response to user interactions.

Step 5: Implement Popup Dialogs

• Create methods for showing Popup Dialogs with different functionalities (e.g., alerts, confirmations).



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• Utilize the AlertDialog.Builder class to build and display Popup Dialogs.

Step 6: Implement Option Menus

- Override the onCreateOptionsMenu method in your activity to create the Option Menu.
- Inflate the menu resource file with relevant menu items.
- Handle item selections in the onOptionsItemSelected method.

Step 7: Implement Context Menus

- Register the view or views for which you want to show the Context Menu using registerForContextMenu.
- Override the onCreateContextMenu method to define the items in the Context Menu.
- Handle item selections in the onContextItemSelected method.

Step 8: Test Your Application • Run your application on an

emulator or a physical device.

• Test the functionality of Popup Dialogs, Option Menus, and Context Menus by interacting with the UI elements triggering these components.

XML Code:

1. activity main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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">
  <androidx.appcompat.widget.Toolbar
android:id="@+id/main toolbar"
                                     android:layout width="0dp"
android:layout height="wrap content"
android:background="#8844EA"
app:layout constraintEnd toEndOf="parent"
app:layout constraintStart toStartOf="parent"
app:layout constraintTop toTopOf="parent"
tools:ignore="MissingConstraints">
```



```
</androidx.appcompat.widget.Toolbar>
  <TextView
    android:id="@+id/textview"
android:layout width="wrap content"
android:layout height="wrap content"
                                         android:text="Long
Press me"
    app:layout constraintBottom toBottomOf="parent"
app:layout constraintEnd toEndOf="parent"
app:layout constraintHorizontal bias="0.498"
    app:layout constraintStart toStartOf="parent"
app:layout constraintTop toTopOf="parent"
    app:layout constraintVertical bias="0.161"/>
  <Button
    android:id="@+id/button"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout marginStart="7dp"
android:layout marginTop="64dp"
                                      android:text="Pop Up"
app:layout constraintEnd toEndOf="parent"
app:layout constraintHorizontal bias="0.477"
app:layout_constraintStart_toStartOf="parent"
    app:layout constraintTop toBottomOf="@+id/textview" />
  <Button
    android:id="@+id/button2"
                                   android:layout width="wrap content"
android:layout height="wrap content"
android:layout_marginTop="60dp"
    android:text="Dialog"
                              app:layout constraintEnd toEndOf="parent"
app:layout_constraintHorizontal bias="0.498"
app:layout constraintStart toStartOf="parent"
    app:layout constraintTop toBottomOf="@+id/button" />
  <TextView
android:id="@+id/textView4"
android:layout width="wrap content"
android:layout height="wrap content"
    android:text=""
    app:layout constraintBottom toBottomOf="parent"
app:layout constraintEnd toEndOf="parent"
app:layout constraintHorizontal bias="0.498"
app:layout_constraintStart toStartOf="parent"
app:layout constraintTop toTopOf="parent"
```



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app:layout constraintVertical bias="0.588"/>

```
<TextView
android:id="@+id/textView5"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
    android:text=""
    app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.498"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/textView4"
app:layout_constraintVertical_bias="0.156" />
```

</androidx.constraintlayout.widget.ConstraintLayout>

2. dialog_layout.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">
```

```
<EditText android:id="@+id/editTextTextPassword"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:ems="10" android:hint="Password"
android:inputType="textPassword"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.497"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.38" />
```

```
<EditText android:id="@+id/editTextText"
android:layout_width="wrap_content"
android:layout_height="wrap_content" android:ems="10"
android:hint="Username" android:inputType="text"
app:layout_constraintBottom_toTopOf="@+id/editTextTextPassword"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.497"</pre>
```



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```
app:layout_constraintStart_toStartOf="parent" app:layout_constraintTop_toTopOf="parent" app:layout_constraintVertical_bias="0.675" /> </androidx.constraintlayout.widget.ConstraintLayout>
```

3. contextmenu.xml

4. optionmenu.xml

</menu>

5. popupmenu.xml

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



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```
<item
android:id="@+id/java"
android:title="Java" />

<item android:id="@+id/kotlin"
android:title="Kotlin" /> <item
android:id="@+id/android"
android:title="Android" />

<item android:id="@+id/react_native"
android:title="React Native" />
</menu>
```

Java Code:

1. Example Dialog.java

```
package com.example.myapplication expt 5;
import android.app.AlertDialog; import
android.app.Dialog; import
android.content.Context; import
android.content.DialogInterface; import
android.os.Bundle; import
android.view.LayoutInflater; import
android.view.View;
import android.widget.EditText;
import androidx.annotation.NonNull; import
androidx.annotation.Nullable;
import androidx.appcompat.app.AppCompatDialogFragment;
public class Example Dialog extends AppCompatDialogFragment {
  private EditText Username;
  private EditText Password;
  private ExampleDialogListener listener;
  @NonNull
  @Override
  public Dialog onCreateDialog(@Nullable Bundle savedInstanceState) {
    AlertDialog.Builder builder = new
```



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AlertDialog.Builder(getActivity()); LayoutInflater inflater = getActivity().getLayoutInflater(); View view = inflater.inflate(R.layout.dialog layout,null); builder.setView(view) .setTitle("Login") .setNegativeButton("cancel", new DialogInterface.OnClickListener() { @Override public void onClick(DialogInterface dialog, int which) { }).setPositiveButton("OK", new DialogInterface.OnClickListener() { @Override public void onClick(DialogInterface dialog, int which) { String username = Username.getText().toString(); String password = Password.getText().toString(); listener.applyTexts(username,password); **})**; Username = view.findViewById(R.id.editTextText); Password = view.findViewById(R.id.editTextTextPassword); return builder.create(); } @Override public void onAttach(@NonNull Context context) { super.onAttach(context); listener = (ExampleDialogListener) context; public interface ExampleDialogListener{ void applyTexts(String username,String password); 2. MainActivity.java package com.example.myapplication expt 5; //package com.example.expt5;

import androidx.annotation.NonNull;



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import androidx.appcompat.app.AppCompatActivity;

import android.app.Dialog; import android.os.Bundle;

import android.view.ContextMenu; import android.view.Menu; import android.view.MenuInflater; import android.view.MenuItem; import android.view.View; import android.widget.Button; import android.widget.PopupMenu; import android.widget.TextView; import android.widget.Toast;

public class MainActivity extends AppCompatActivity implements Example Dialog.ExampleDialogListener{ Button btn, dialogbtn; Dialog mydialog; TextView textView1,textView2; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity main); setSupportActionBar(findViewById(R.id.main toolbar)); TextView textView = findViewById(R.id.textview); textView1 = findViewById(R.id.textView4); textView2 =findViewById(R.id.textView5); mydialog = new Dialog(this); btn = findViewById(R.id.button); btn.setOnClickListener(new View.OnClickListener() { @Override public void onClick(View v) { PopupMenu popupMenu = new PopupMenu(MainActivity.this, btn); // Inflating popup menu from popup menu.xml file popupMenu.getMenuInflater().inflate(R.menu.popup, popupMenu.getMenu()); popupMenu.setOnMenuItemClickListener(new PopupMenu.OnMenuItemClickListener() { @Override



```
public boolean onMenuItemClick(MenuItem menuItem) {
             // Toast message on menu item clicked
             Toast.makeText(MainActivity.this, "You Clicked " +
menuItem.getTitle(), Toast.LENGTH SHORT).show();
return true;
         });
         // Showing the popup menu
         popupMenu.show();
    });
    dialogbtn = findViewById(R.id.button2);
dialogbtn.setOnClickListener(new View.OnClickListener() {
      @Override
      public void onClick(View v) {
         Example Dialog
                             exampleDialog= new Example_Dialog();
exampleDialog.show(getSupportFragmentManager(),"example dialog");
      }
    });
    registerForContextMenu(textView);
  }
  @Override
             public boolean
onCreateOptionsMenu(Menu menu) {
                                        MenuInflater
inflater = getMenuInflater();
inflater.inflate(R.menu.optionmenu,menu);
                                             return
true;
  }
  @Override
  public boolean onOptionsItemSelected(@NonNull MenuItem item) {
int id = item.getItemId();
    if(id == R.id.optionitem1)
       Toast.makeText(this, "View Profile selected",
Toast.LENGTH SHORT).show();
      return true;
    else if(id==R.id.optionitem2) {
      Toast.makeText(this, "Chat Theme selected",
```



```
Toast.LENGTH SHORT).show();
return true;
    }
    else if(id==R.id.optionitem4) {
       Toast.makeText(this, "New group selected",
Toast.LENGTH SHORT).show();
return true;
    }
    else if(id==R.id.optionitem3) {
       Toast.makeText(this, "Search selected",
Toast.LENGTH SHORT).show();
return true;
    }
    else if(id==R.id.optionitem5) {
       Toast.makeText(this, "Linked devices selected",
Toast.LENGTH SHORT).show();
       return true;
    }
    else if(id==R.id.optionitem6) {
       Toast.makeText(this, "Settings selected",
Toast.LENGTH SHORT).show();
       return true;
else {
       return super.onOptionsItemSelected(item);
  @Override
  public void onCreateContextMenu(ContextMenu menu, View v,
ContextMenuInfo menuInfo) {
super.onCreateContextMenu(menu, v, menuInfo);
    MenuInflater inflater = getMenuInflater();
    inflater.inflate(R.menu.contextmenu,menu);
  @Override
  public boolean onContextItemSelected(@NonNull MenuItem item) {
    int id = item.getItemId();
    if(id == R.id.item1)
       Toast.makeText(this, "Share selected",
```

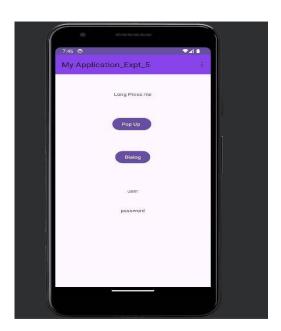


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```
Toast.LENGTH_SHORT).show();
    return true;
}
else if(id==R.id.item2) {
    Toast.makeText(this, "Delete selected",
Toast.LENGTH_SHORT).show();
return true;
}
else {

    return super.onContextItemSelected(item);
}
@Override
public void applyTexts(String username, String password) {
textView1.setText(username);
    textView2.setText(password);
}
}
```

Output:



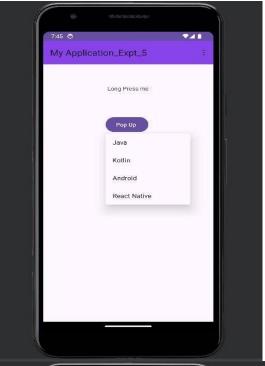


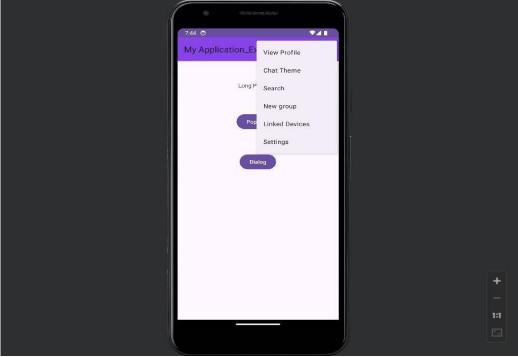
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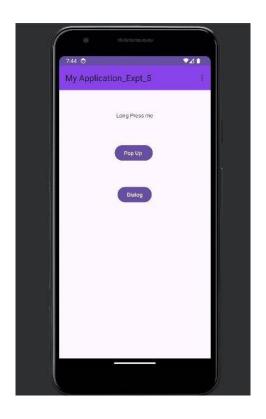


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Conclus	ion:						
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