a)A menu resource defines an application menu (Options Menu, Context Menu, or submenu) that can be inflated with MenuInflater.

IMPORTANCE

To provide a familiar and consistent user experience, you should use the Menu APIs to present user actions and other options in your activities.

b) The options menu is where you should include actions and other options that are relevant to the current activity context, such as "Search," "Compose email," and "Settings."

It will be activated when 🡪

public boolean onCreateOptionsMenu(Menu menu) {

MenuInflater inflater = getMenuInflater();

inflater.inflate(R.menu.game\_menu, menu);

return true;

}

c) Android context menu appears when user press long click on the element. It is also known as floating menu.

It doesn't support item shortcuts and icons.

It Will Be Activated When🡪

public void onCreateContextMenu(ContextMenu menu, View v, ContextMenuInfo menuInfo)

{

super.onCreateContextMenu(menu, v, menuInfo);

menu.setHeaderTitle("Select The Action");

menu.add(0, v.getId(), 0, "Call");//groupId, itemId, order, title

menu.add(0, v.getId(), 0, "SMS");

}

d) we can use AppCompatActivity.when ActionBarActivity is deprecated.