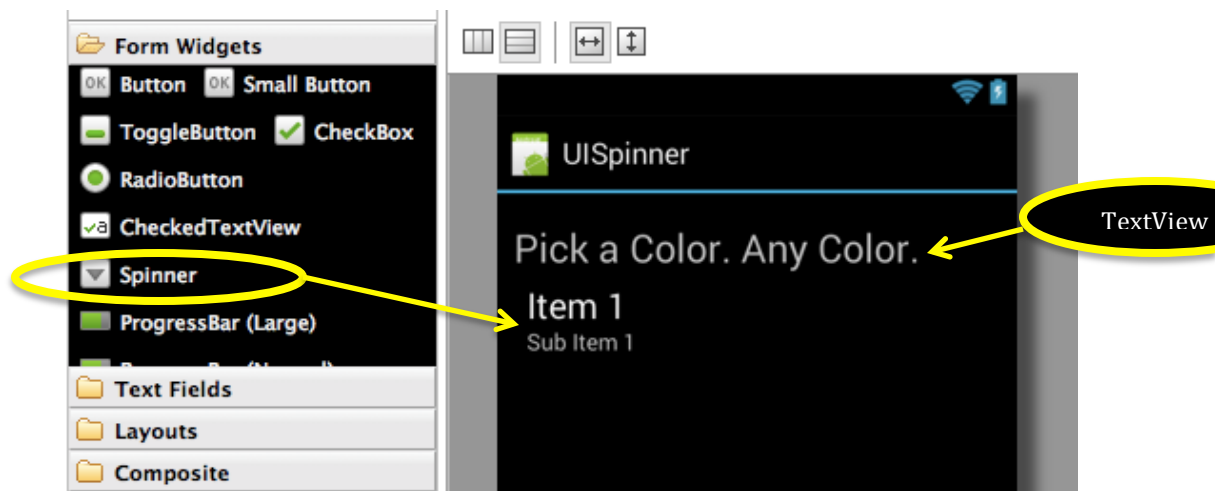UI Element – Spinner

1. Create a new Android Application Project with the following attributes:
   a. Application Name: UISpinner
   b. Icon: default image
   c. Activity Name: SpinnerActivity
   d. Layout Name: main

2. Create 2 xml files namely main.xml and dropdown_item.xml :
   a. The main.xml file contains a TextView and a Spinner UI element on the screen:

   b. Save main.xml.
   c. Create another XML file and name it: dropdown_item.xml. Choose TextView as the Root Element. Check out the code for this file:

```
<TextView xmlns:android=
    "http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:textSize="24sp"
    android:padding="5dp">

</TextView>
```

   d. Save dropdown_item.xml.

3. Our application needs an array of Strings to represent colors in our dropdown list. Create an array of string resources by going to res/values/strings.xml file. Provide at least 7 colors in the string-array tag. Sample code follows:

```xml
<resources>

    <string name="app_name">UISpinner1</string>
    <string name="hello_world">Hello world!</string>

    <string-array name="colors">
        <item>red</item>
        <item>yellow</item>
        <item>orange</item>
    </string-array>

</resources>
```

4. Write the following java source code inside the onCreate() method of the SpinnerActivity class:

```java
Spinner spinner = (Spinner) findViewById(R.id.spinner);

ArrayAdapter<CharSequence> adapter = ArrayAdapter.createFromResource(
        this, R.array.colors, R.layout.dropdown_item);

spinner.setAdapter(adapter);
spinner.setOnItemSelectedListener(new OnItemSelectedListener() {
    public void onItemSelected(AdapterView<?> parent, View view,
            int pos, long id) {
        Toast.makeText(
                parent.getContext(),
                "The color is "
                        + parent.getItemAtPosition(pos).toString(),
                Toast.LENGTH_LONG).show();
    }

    public void onNothingSelected(AdapterView<?> parent) {
    }
});
```
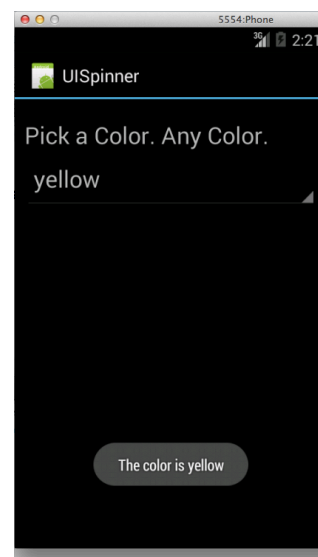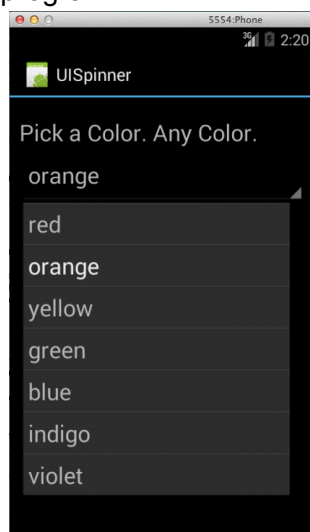
5. Save and run the program.

6. Challenge: Set the background color with the item selected from the spinner.