

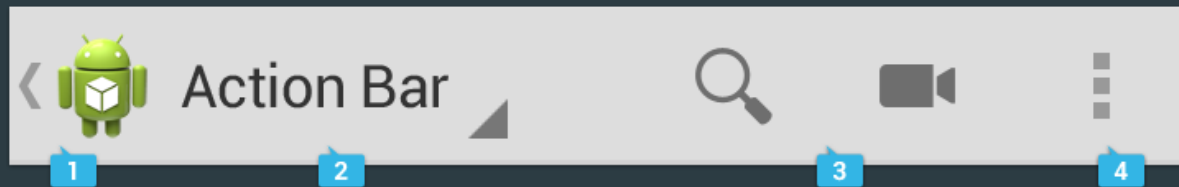
Actionbar & Menüs

von Jan Hendrik Plümer

Inhalt

- ▶ Actionbar
 - ▶ Was ist das?
 - ▶ Wozu ist das gut?
- ▶ Menüs
 - ▶ Optionsmenü
 - ▶ Kontextmenü
 - ▶ Menügruppen

Actionbar



https://developer.android.com/design/media/action_bar_basics.png

1. App Icon
2. View Control
3. Action Buttons
4. Action Overflow

Actionbar

<Toolbar

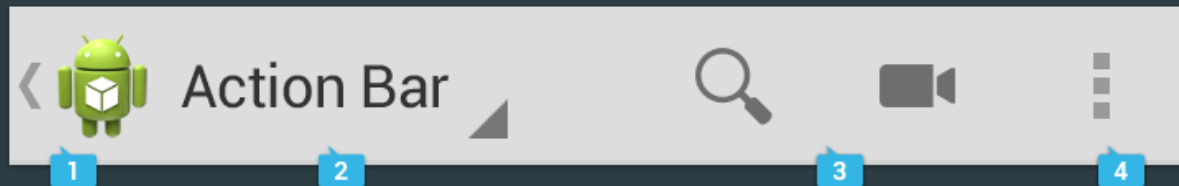
```
    android:id="@+id/toolbar"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"/>
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
    Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);  
    setSupportActionBar(toolbar);  
}
```

► layout.xml

► Activity.java

Actionbar



https://developer.android.com/design/media/action_bar_basics.png

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```
<application >
```

```
<!-- The main/home activity (it has no parent activity) -->
```

```
<activity android:name=".MainActivity">
```

```
<!-- ... -->
```

```
</activity>
```

```
<!-- A child of the main activity -->
```

```
<activity
```

```
    android:name="MyChildActivity"
```

```
    android:label="@string/title_activity_child"
```

```
    android:parentActivityName="MainActivity" >
```

```
<!-- Parent activity meta-data to support 4.0 and lower -->
```

```
<meta-data
```

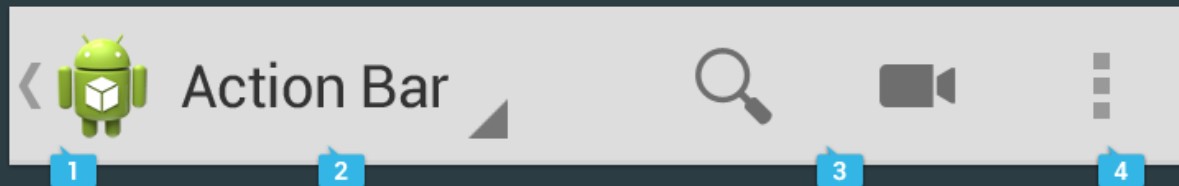
```
    android:name="android.support.PARENT_ACTIVITY"
```

```
    android:value="MainActivity" />
```

```
</activity>
```

```
</application>
```

Actionbar



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```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_my_child);
```

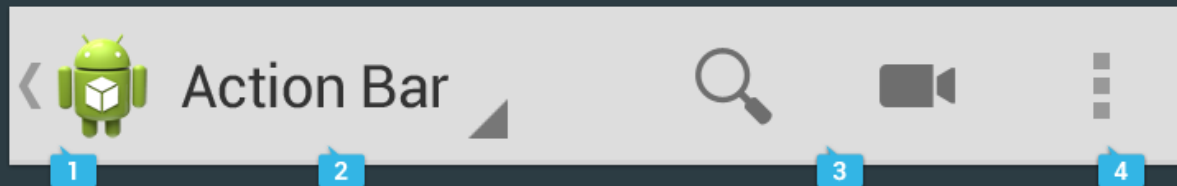
```
    // my_child_toolbar is defined in the layout file  
    Toolbar myChildToolbar = (Toolbar) findViewById(R.id.my_child_toolbar);  
    setSupportActionBar(myChildToolbar);
```

```
    // Get a support ActionBar corresponding to this toolbar  
    ActionBar ab = getSupportActionBar();
```

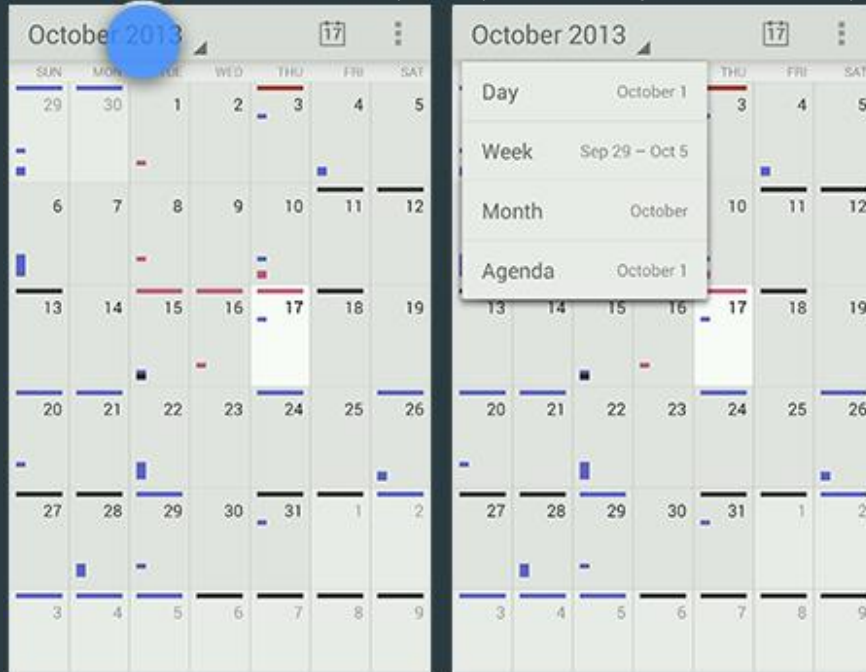
```
    // Enable the Up button  
    ab.setDisplayHomeAsUpEnabled(true);
```

```
}
```

Actionbar



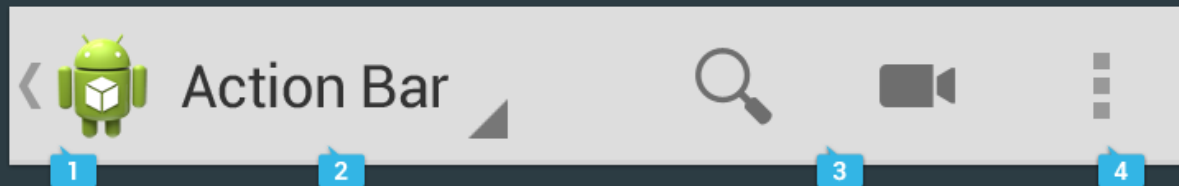
https://developer.android.com/design/media/action_bar_basics.png



https://developer.android.com/design/media/app_structure_gmail.png

1. App Icon
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Actionbar

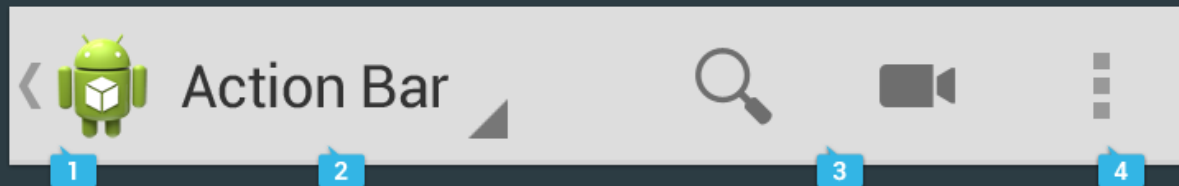


https://developer.android.com/design/media/action_bar_basics.png

1. App Icon
2. View Control
3. Action Buttons
4. Action Overflow

```
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item android:id="@id/item1" android:title="@string/item1"/>
  <item android:id="@id/item2" android:title="@string/item2"
        app:showAsAction="always"/>
  <item android:id="@id/item3" android:title="@string/item3"
        app:showAsAction="always"/>
</menu>
```


Actionbar



https://developer.android.com/design/media/action_bar_basics.png

1. App Icon
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```
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item android:id="@id/item1" android:title="@string/item1"/>
  <item android:id="@id/item2" android:title="@string/item2"
        app:showAsAction="ifRoom"/>
  <item android:id="@id/item3" android:title="@string/item3"
        app:showAsAction="never"/>
</menu>
```

Actionbar

Device	Orientation	Horiz. Dp	Icons	Example
Nexus S	Protrait	320	2	oo
Galaxy Nexus	Portrait	360	3	oo=
Nexus S	Landscape	534	4	oooo
7" Tablet	Portrait	600	5	oooo=
Galaxy Nexus	Landscape	640	5	oooo=
10" Tablet	Portrait	800	5	oooo=
7" Tablett	Landscape	1024	5	oooo=
10" Tablet	Landscape	1280	5	oooo=

https://developer.android.com/design/media/action_bar_pattern_table.png

Fragen?

Bis hierhin alles klar?

Optionsmenü



https://developer.android.com/images/options_menu.png

- ▶ Bis Android 2 durch Hardwaretaste
- ▶ Ab Android 3 in der Action Bar
- ▶ Action-Overflow
- ▶ Wichtige Actions mit starkem Einfluss
 - ▶ Suchen, Einstellungen, App-Informationen etc.

Optionsmenü

```
public boolean onCreateOptionsMenu(Menu menu) {  
    MenuInflater inflater = getMenuInflater();  
    inflater.inflate(R.menu.optionsmenu, menu);  
    return super.onCreateOptionsMenu(menu);  
}
```

- ▶ onCreateOptionsMenu()
- ▶ onOptionsItemSelected()
- ▶ onPrepareOptionsMenu()

Optionsmenü

```
public boolean onOptionsItemSelected(MenuItem item) {  
    switch (item.getItemId()) {  
        case R.id.item1:  
        case R.id.item2:  
        case R.id.item3:  
            textView.setText(item.getTitle());  
            return true;  
        default:  
            return super.onOptionsItemSelected(item);  
    }  
}
```

- ▶ onCreateOptionsMenu()
- ▶ onOptionsItemSelected()
- ▶ onPrepareOptionsMenu()

Optionsmenü

```
public boolean onPrepareOptionsMenu(Menu menu) {  
    textView.setText(getString(R.string.app_name));  
    return super.onPrepareOptionsMenu(menu);  
}
```

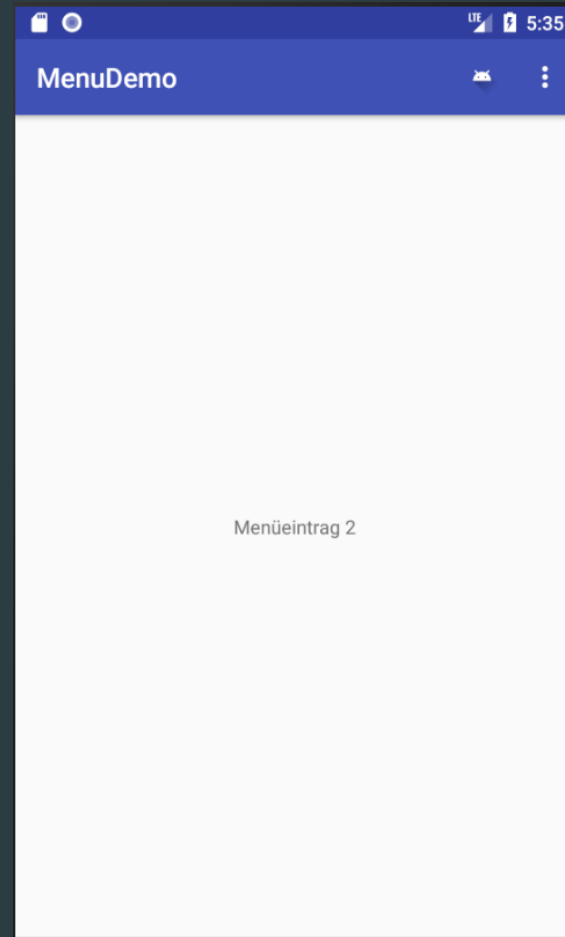
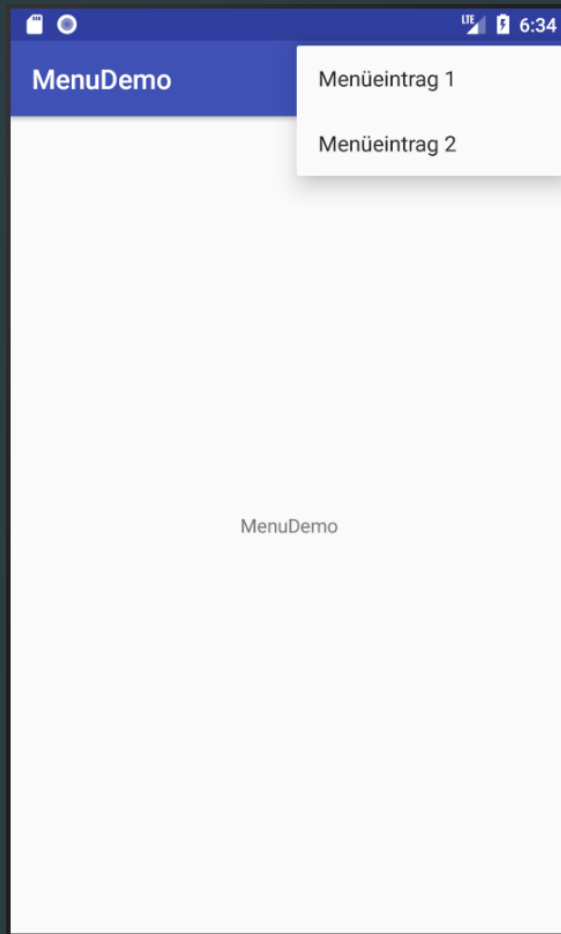
- ▶ onCreateOptionsMenu()
- ▶ onOptionsItemSelected()
- ▶ onPrepareOptionsMenu()

Optionsmenü

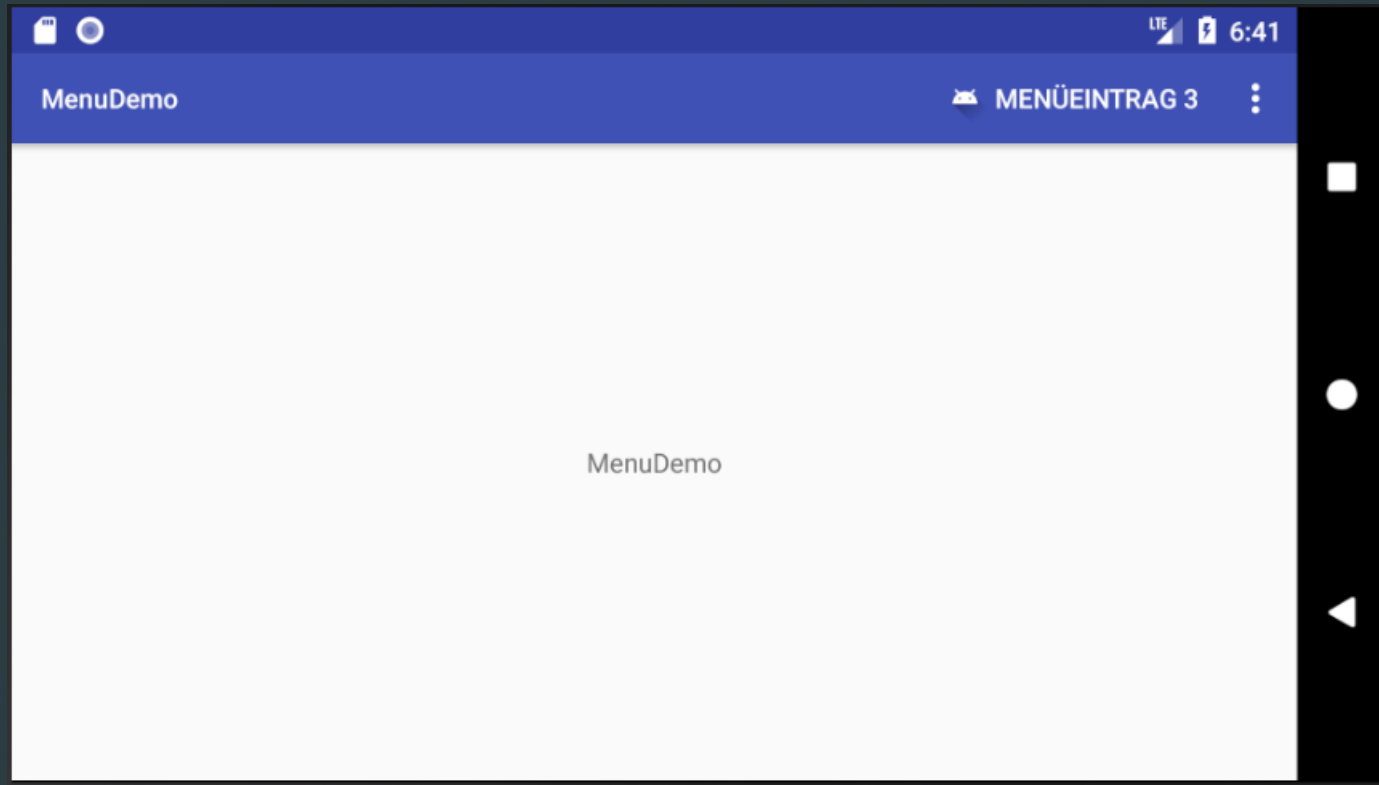
```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item android:id="@id/item1" android:title="@string/item1"/>
  <item android:id="@id/item2" android:title="@string/item2"/>
  <item android:id="@id/item3" android:title="@string/item3"
        android:icon="@drawable/ic_launcher_foreground"
        app:showAsAction="always"/>
</menu>
```

- ▶ optionsmenu.xml
- ▶ res/menu

Optionsmenü

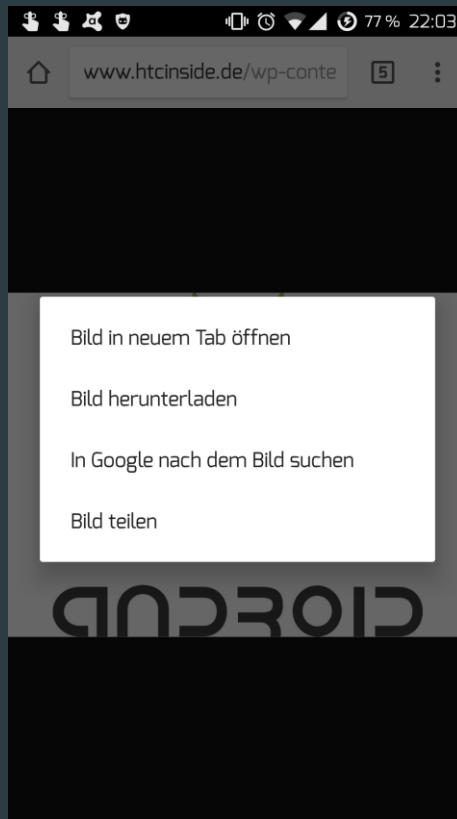


Optionsmenü



```
<item android:id="@id/item3" android:title="@string/item3"  
      android:icon="@drawable/ic_launcher_foreground"  
      app:showAsAction="ifRoom|withText"/>
```

Kontextmenü



- ▶ Tippen und halten
- ▶ Geringeren Einfluss
- ▶ Effekt auf gewählten Inhalt

Kontextmenü

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
    final Button button = (Button) findViewById(R.id.button);  
    registerForContextMenu(button);  
    textView = findViewById(R.id.textView);  
}
```

- ▶ onCreate()
- ▶ onCreateContextMenu()
- ▶ onContextItemSelected()

Kontextmenü

```
public void onCreateContextMenu(ContextMenu menu,  
                                View v, ContextMenuInfo menuInfo) {  
    MenuInflater inflater = getMenuInflater();  
    inflater.inflate(R.menu.optionsmenu, menu);  
}
```

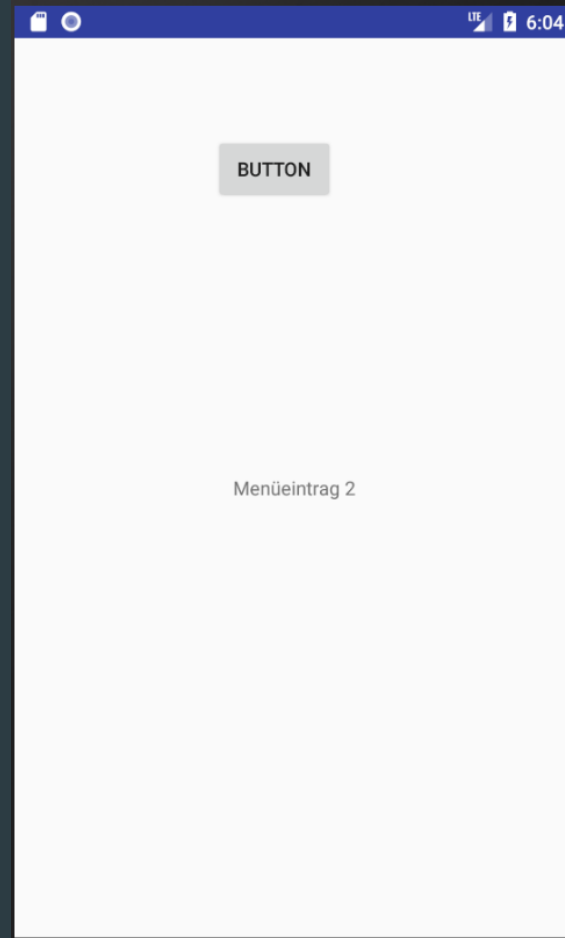
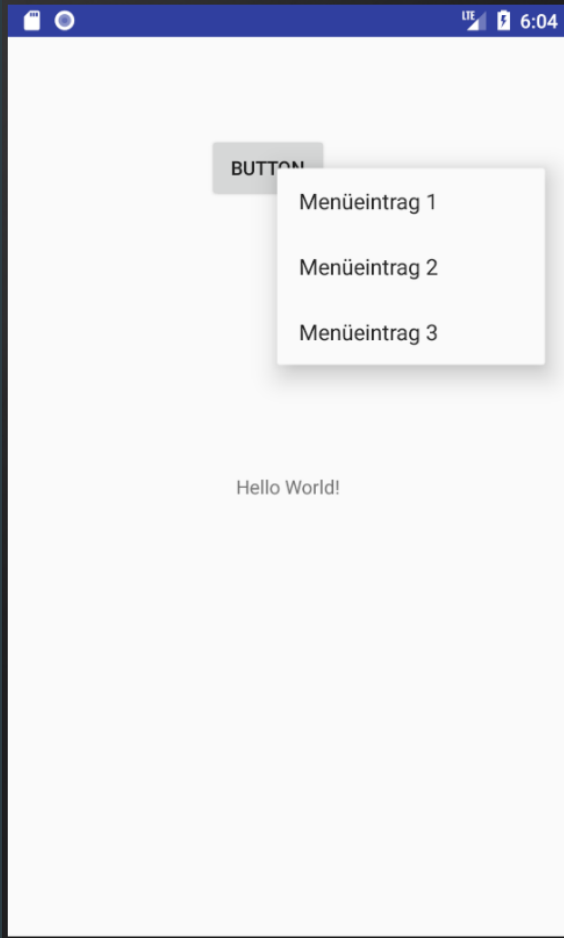
- ▶ onCreate()
- ▶ onCreateContextMenu()
- ▶ onContextItemSelected()

Kontextmenü

```
public boolean onOptionsItemSelected(MenuItem item) {  
    switch (item.getItemId()) {  
        case R.id.item1:  
        case R.id.item2:  
        case R.id.item3:  
            textView.setText(item.getTitle());  
            return true;  
        default:  
            return super.onOptionsItemSelected(item);  
    }  
}
```

- ▶ onCreate()
- ▶ onCreateContextMenu()
- ▶ onOptionsItemSelected()

Kontextmenü



Menügruppen

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
  <group android:checkableBehavior="single">
    <item android:id="@+id/red"
          android:title="@string/red" />
    <item android:id="@+id/blue"
          android:title="@string/blue" />
  </group>
</menu>
```

- ▶ Man kann Items gruppieren
- ▶ z.B. nur eins ist checkbar
- ▶ Alle gleichzeitig disablen

Vielen Dank für eure
Aufmerksamkeit

Noch Fragen?