

Android Development



Migration of Android Support Libraries

<https://developer.android.com/jetpack/androidx/migrate/artifact-mappings>

Menu

Menu layout

Override methods

Icons / Actions



Menu



code

Menu

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<menu xmlns:android="http://schemas.android.com/apk/res/android">
```

```
  <item android:id="@+id/new_game"
```

```
    android:icon="@drawable/ic_new_game"
```

```
    android:title="@string/new_game"
```

```
    android:showAsAction="ifRoom" />
```

```
  <item android:id="@+id/help"
```

```
    android:icon="@drawable/ic_help"
```

```
    android:title="@string/help" />
```

```
</menu>
```

android:id

android:icon

android:title

android:showAsAction

Menu

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

```
override fun onOptionsItemSelected(item: MenuItem): Boolean {  
    // Handle item selection  
    return when (item.itemId) {  
        R.id.new_game -> {  
            newGame()  
            true  
        }  
        R.id.help -> {  
            showHelp()  
            true  
        }  
        else -> super.onOptionsItemSelected(item)  
    }  
}
```

Styles - Themes

Theme and style are not the same

Both of them use <style>

```
<resources>
```

```
  <style name="GreenText" parent="TextAppearance.AppCompat">
```

```
    <item name="android:textColor">#00FF00</item>
```

```
  </style>
```

```
</resources>
```

Styles - Themes

Style

A style applied to a view only applies to that view, not to any of its children.

Theme

A Theme is accessed as a property of a Context and can be obtained from any object which is or has a Context e.g. Activity, View or ViewGroup.