

Raw data & Menu

RAW DATA

1. Definition

- Embedded in your app
- Anything not common types
 - XMLs
 - Strings
 - Layout
 - XML drawable
 - Drawables
 - Fonts
 - JSONs
 - Audio: mp3, ...
 - Others: even HTML/CSS/.JS

2. Place to store raw data

- res/raw
- A resource
- Conforms previously explained resource name convention
- Accessible with `Context.getResources()`
- R.raw.
- Use input stream to access binary data
 - assets
- Not a resource => NO R.
- Name it whatever you like
- Use input stream to access binary data
- Use file name with `Context.getAssets()`

DATA

1. Definition

- Major user interface component
 - App wide actions (migrated to App Bar)
 - Context menu
 - Popup menu
- Why use menu
 - Common control
 - Less crammed components
 - Consistent user experience
 - Less is more

2. App Bar

- Action Bar (Previously)
- Android support library: `ToolBar`
 - Support material design for API 7 + (Eclair)
 - Best compatibility
- Contain most common functions with app wide scope
 - Search
 - Setting
 - ...
- App Bar layout:
 - Navigation Drawer/back icon (optional)
 - App logo (optional)
 - Activity title
 - Action

3. Action

- Menu resources
- Defined in `res/menu/.xml`
- Each item represents a menu item
- `ToolBar`'s action are defined as menu item
- Menu item attributes
 - `id`: identify each item
 - `icon`: points to an existing drawable, for App Bar icons only
 - `title`: text of the item in the menu
 - `app:showAsAction`: whether `ToolBar` should show the icon or not
 - `IfRoom`: if there's enough space
 - `Never`: always in an overflow popup menu
 - `always`