

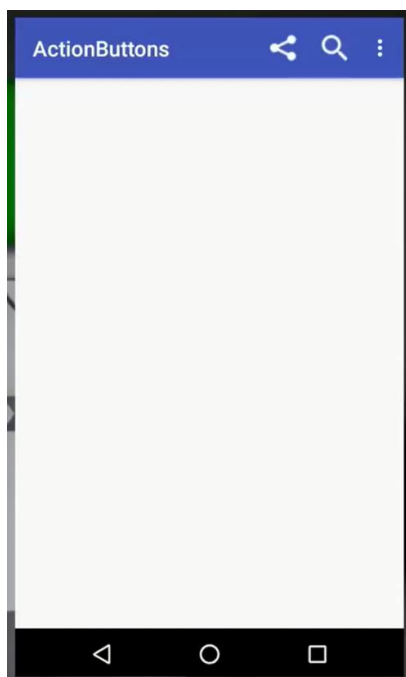
Menu Action Buttons

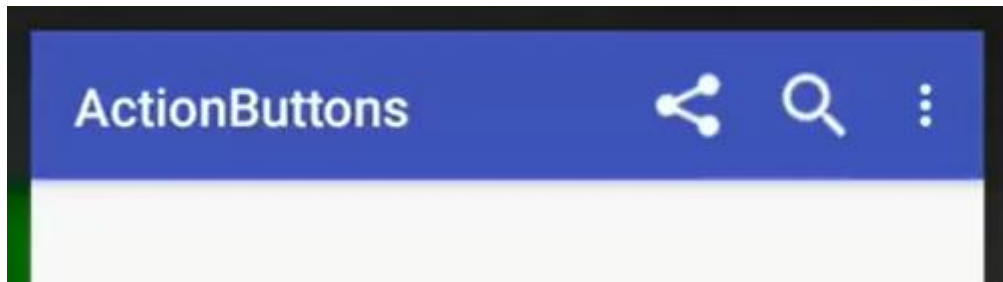
Botones de acción

Los **botones de acción** o action buttons, aparecen directamente en el **ActionBar** con un **icono** y/o **texto**.

Botones de acción

Al igual que el **menú OverFlow**, los **botones de acción** se utilizan en las acciones que no tienen espacio para aparecer dentro del **ActionBar**, o simplemente no son lo suficientemente importantes.





Les icones que posarem al nostre APP amb android Studio han de ser de **24X24** i del tipus **PNG**

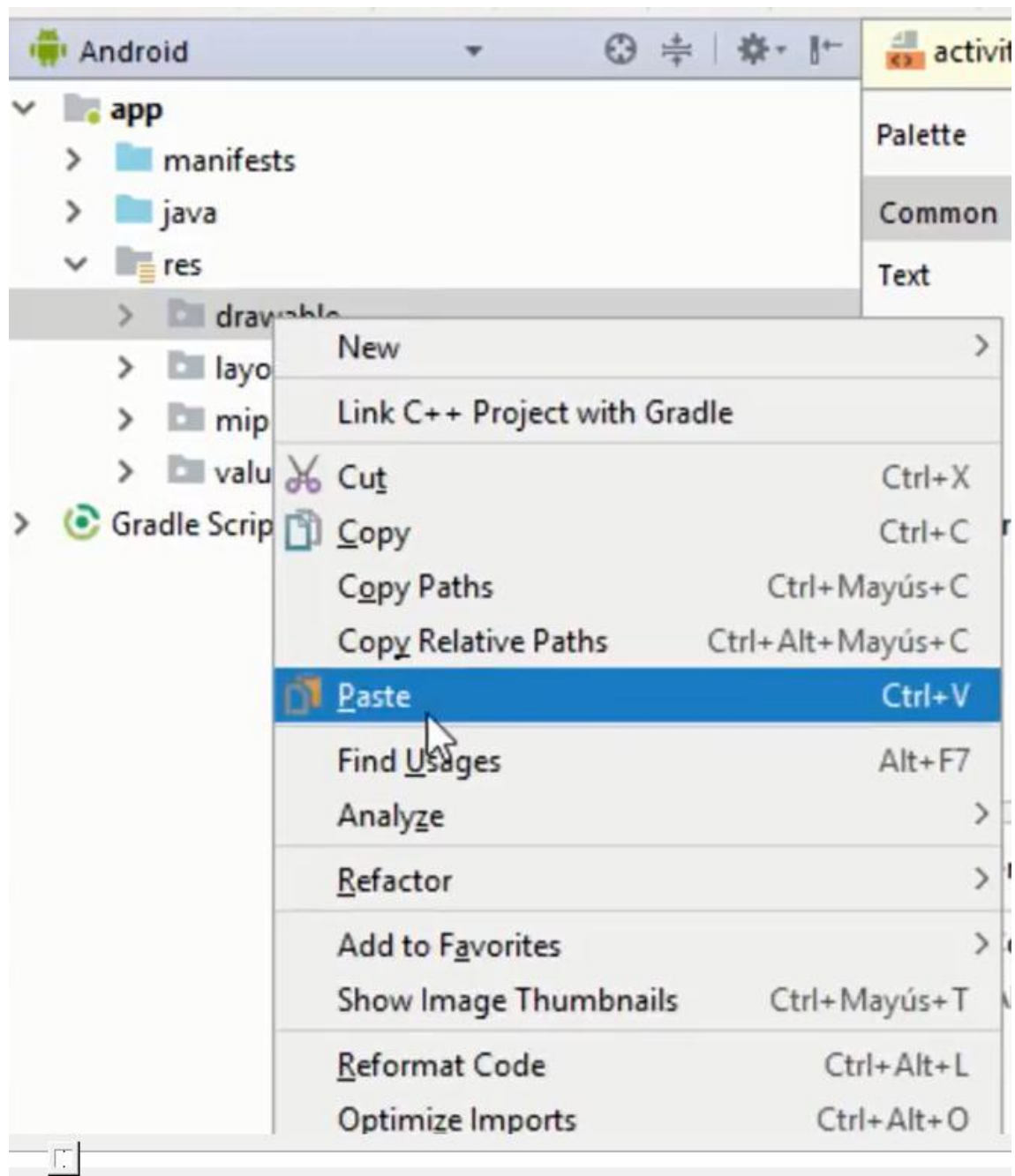
Enllaç per trobar les icones:

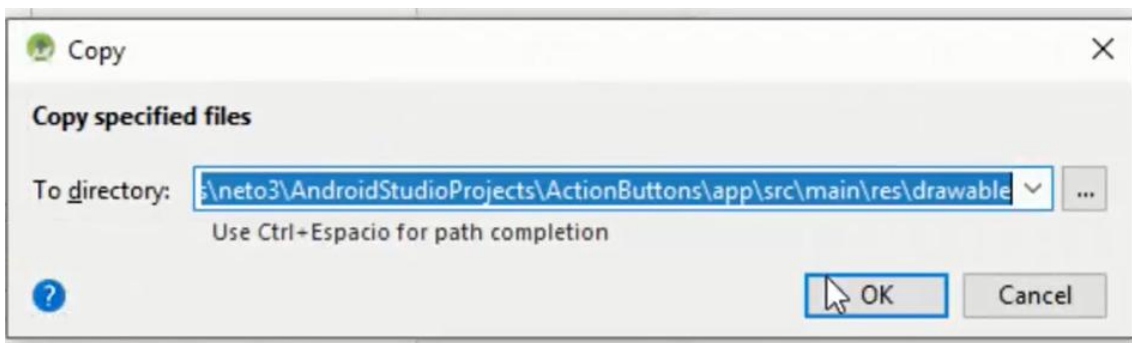
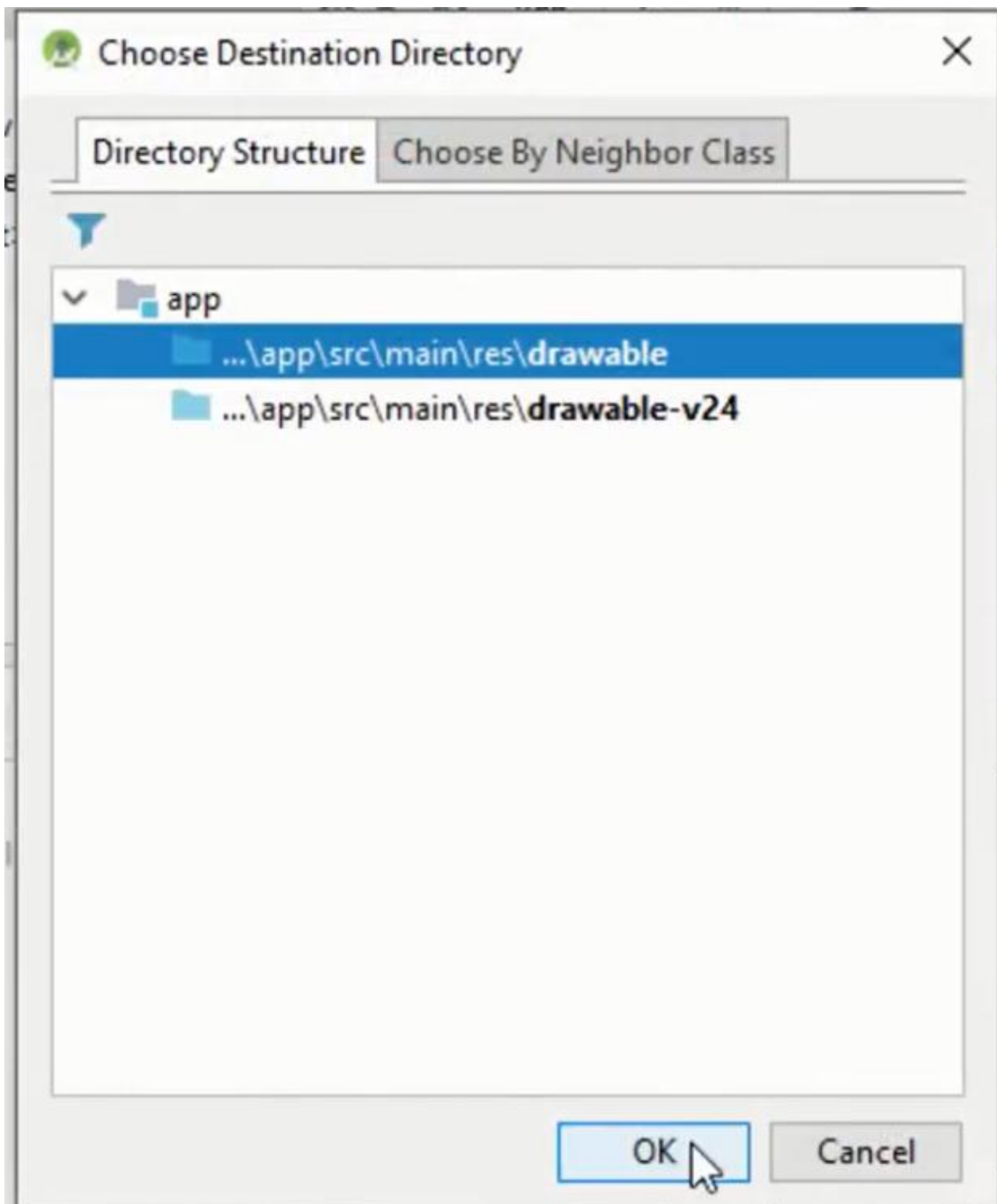
<https://material.io/tools/icons/?icon=copyright&style=baseline>

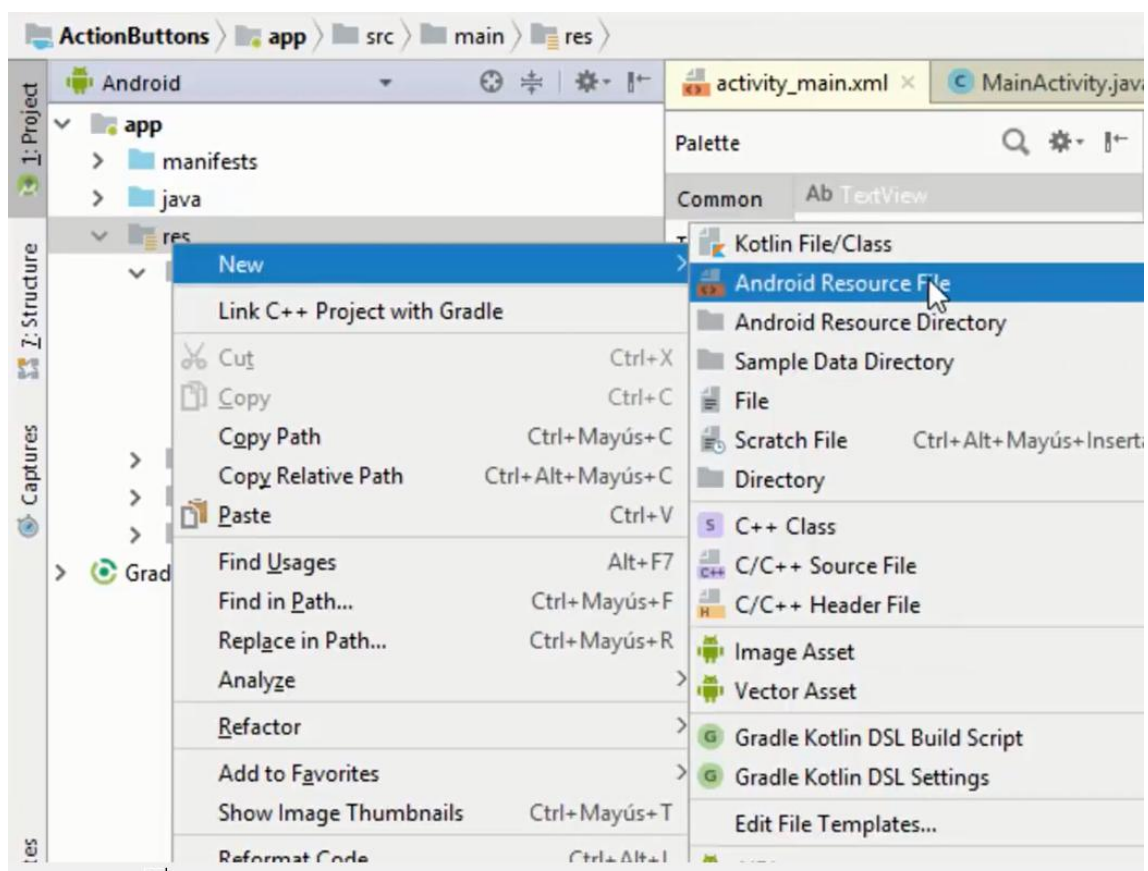
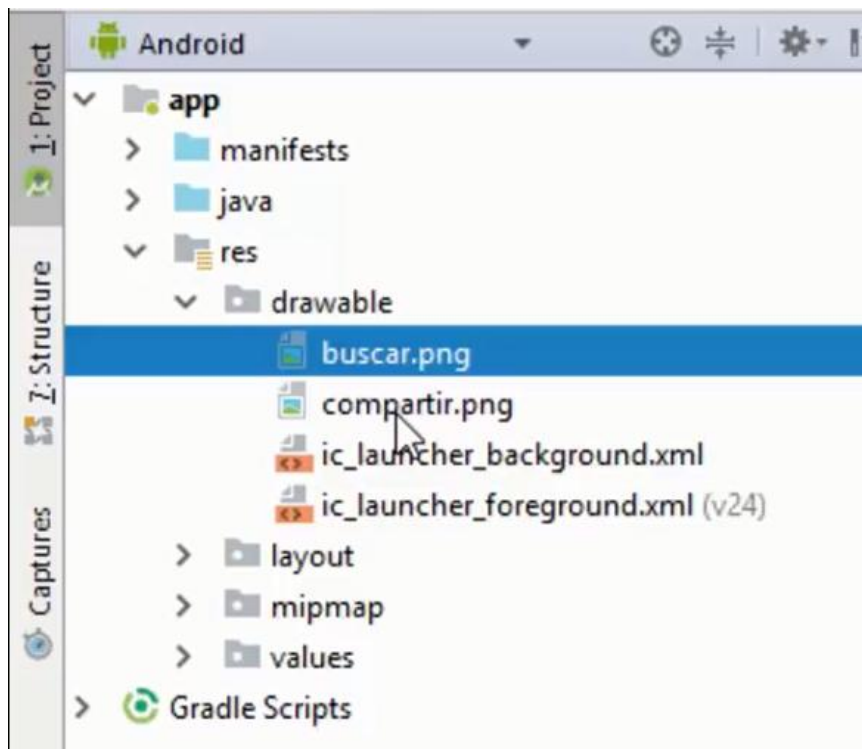
Convertir una imatge a diferents tamanys:

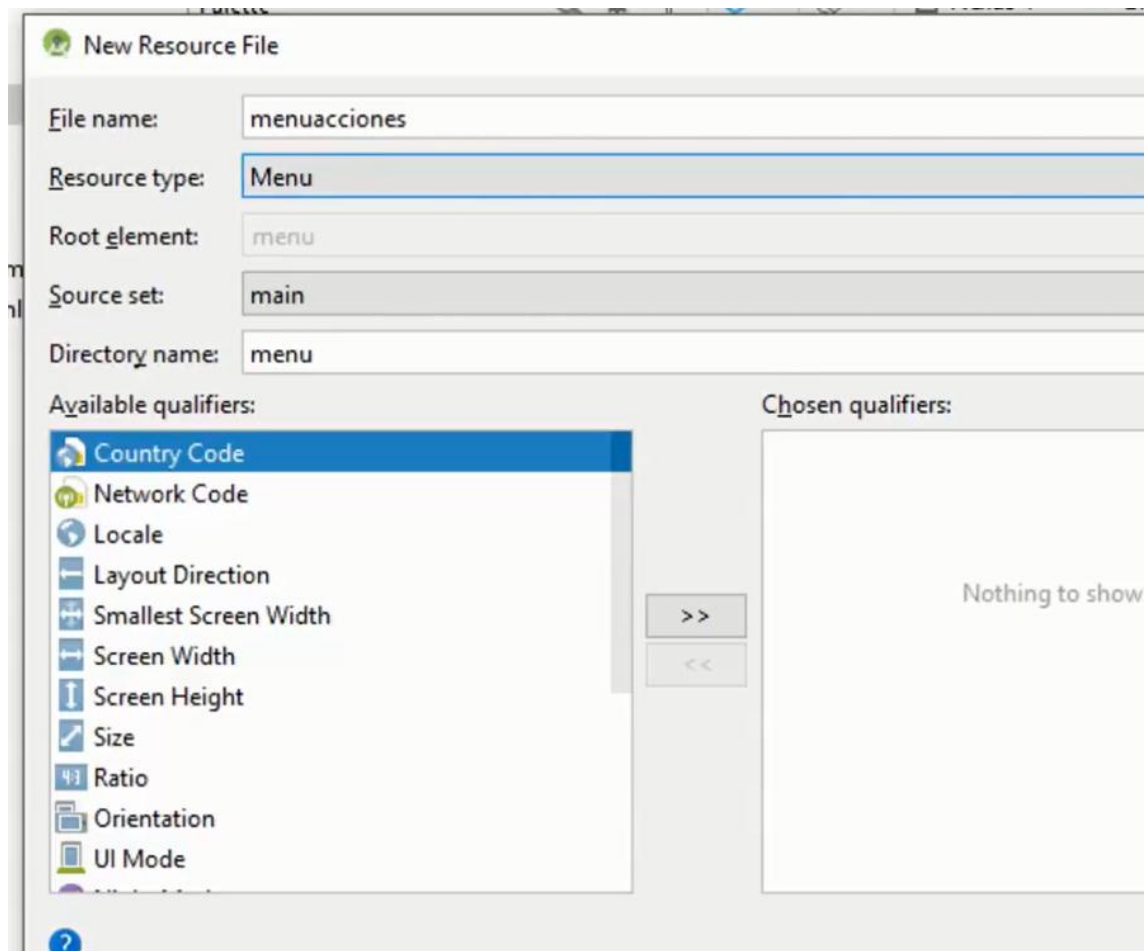
<https://convertimage.es/convertir-una-imagen/a-ico/>

Les imatges s'ha de copia i enganxar en la carpeta drawable (recordar que els noms amb de ser amb minuscules i amb lletres



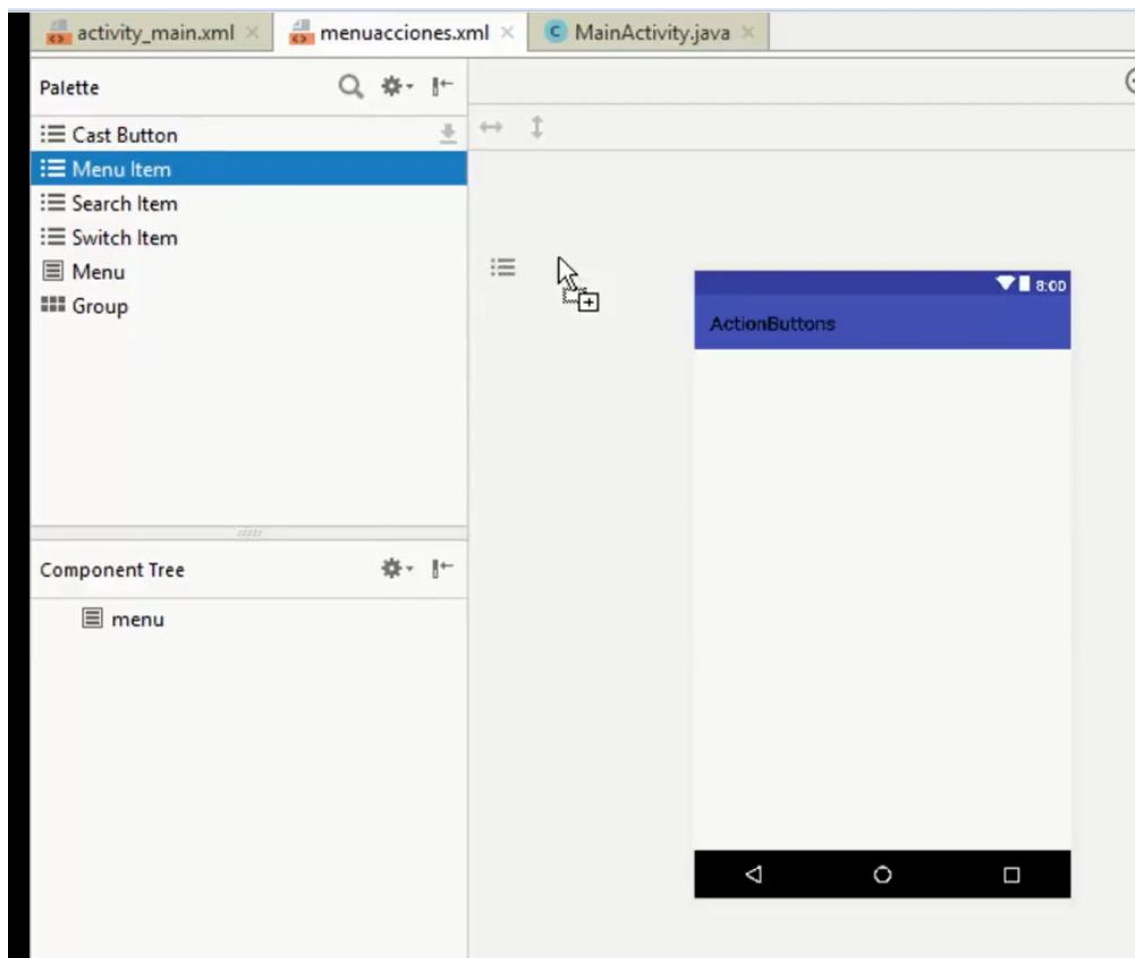






El nom s'ha de posar amb minúscules. Hem de agafar el Resourcetype ->Menu

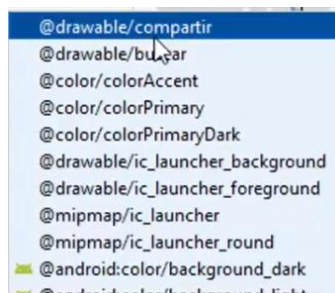
Botó OK

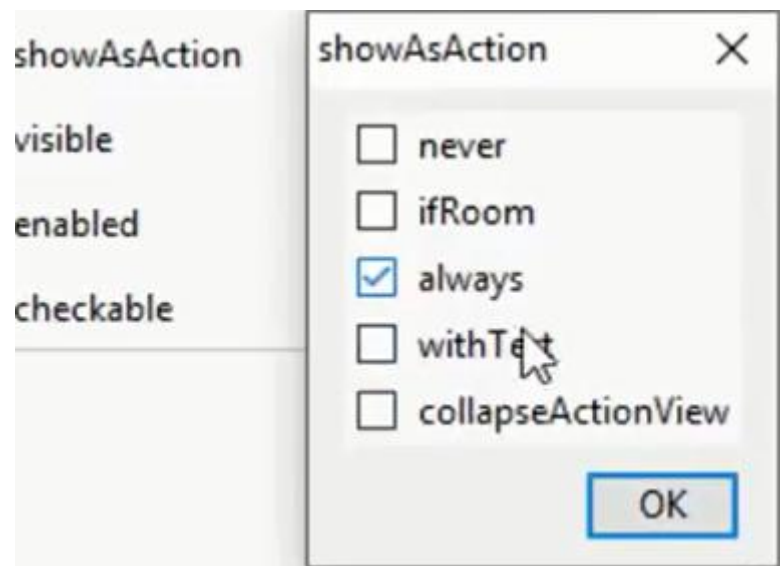


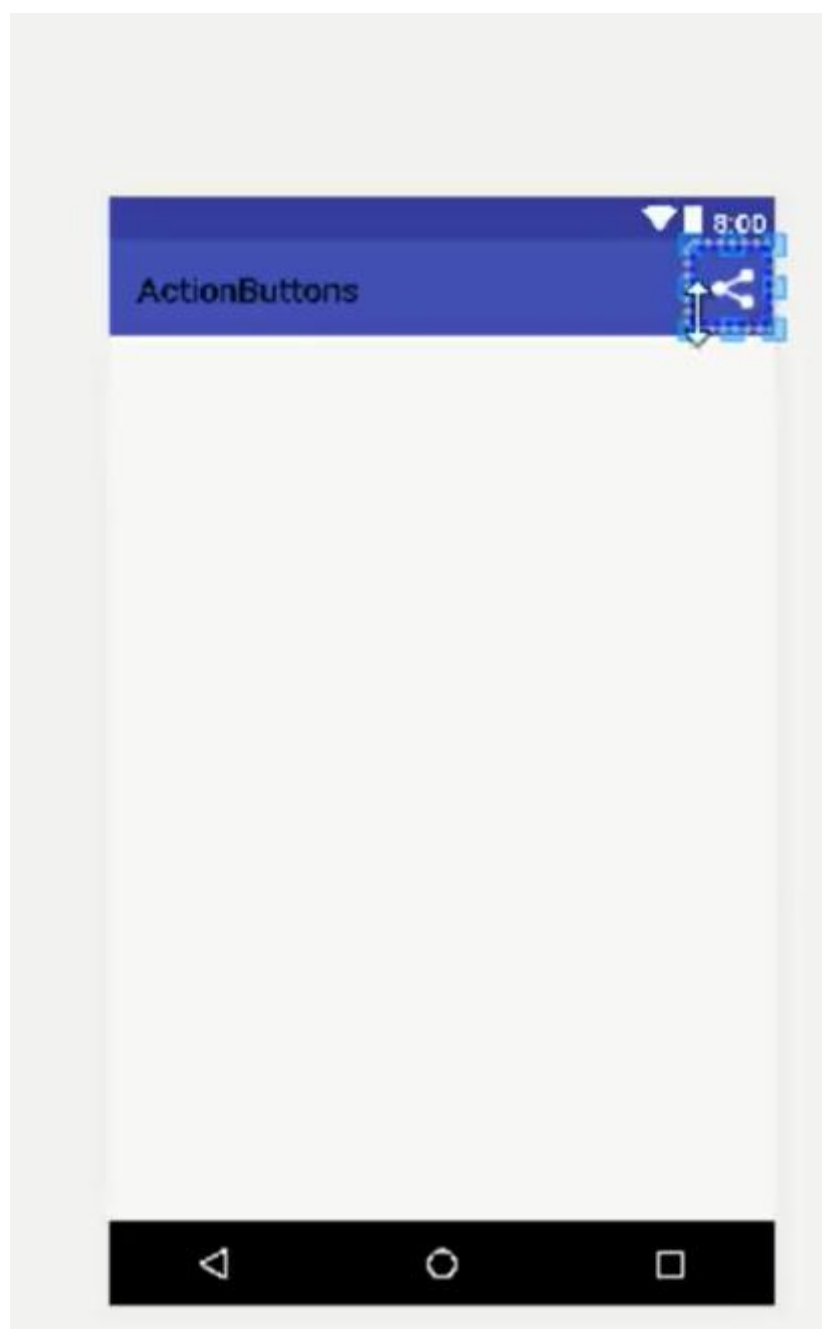
Posar un ID

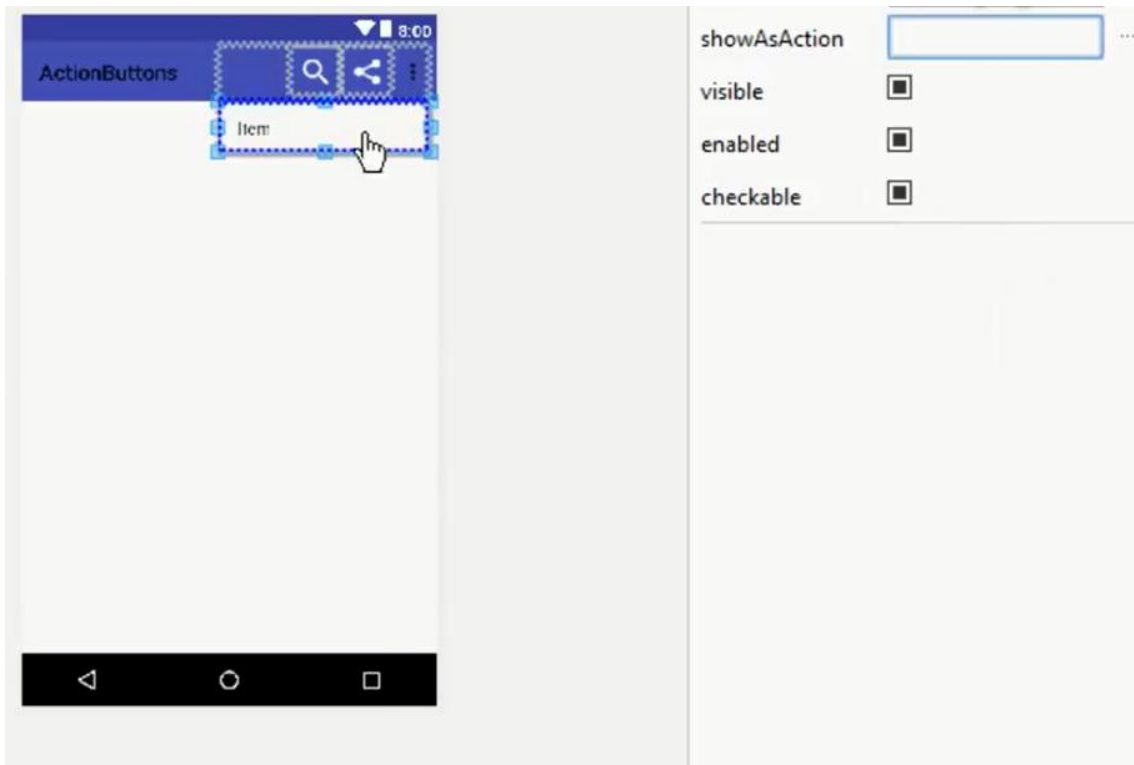
Posar un Title

Pocar la icona en Icon (**Control + espai**)









```

package com.example.propietario.menu_actionbutton;

import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v,
insets) -> {
            Insets systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars());
            v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom);
            return insets;
        });
    }

    public boolean onCreateOptionsMenu(Menu menu) {

        getMenuInflater().inflate(R.menu.nenuacciones, menu);
        return true;
    }

    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        if (id == R.id.item1) {
            Toast.makeText(this, "Compartir", Toast.LENGTH_LONG).show();

        }
        if (id == R.id.item2) {
            Toast.makeText(this, "Buscar", Toast.LENGTH_LONG).show();
        }

        if (id == R.id.item3) {
            Toast.makeText(this, "Opció 1", Toast.LENGTH_LONG).show();
        }
        // la classe super es veurà en la part de OOP de M03-UF4
        return super.onOptionsItemSelected(item);
    }
}

```

```

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import androidx.appcompat.widget.Toolbar;

import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        setSupportActionBar(findViewById(R.id.toolbar));

    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        MenuInflater inflater = getMenuInflater();
        inflater.inflate(R.menu.overflow, menu);
        return true;
    }

    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        if(id==R.id.id1){
            Toast.makeText(this, "Compartir",
Toast.LENGTH_LONG).show();

        }
        if(id==R.id.id2){

            Toast.makeText(this, "Buscar",
Toast.LENGTH_LONG).show();
        }
    }
}

```

*// la classe super es veurà en la part de OOP de
M03-UF4*

```

        return super.onOptionsItemSelected(item);
    }
}

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import androidx.appcompat.widget.Toolbar;

import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
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        // la classe super es veurà en la part de OOP de
M03-UF4
        return super.onOptionsItemSelected(item);
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```

