## Aim: Implementing an ****Options Menu**** in the android application.

## Create Android Options Menu in XML File

In android, to define **options menu**, we need to create a new folder **menu** inside of our project resource directory (**res/menu/**) and add a new XML (**menu\_example**) file to build the menu.

Following is the example of defining a menu in an XML file (**menu\_example.xml**).

<?xml version="1.0" encoding="utf-8"?>  
<menu xmlns:android="http://schemas.android.com/apk/res/android">  
    <item android:id="@+id/mail"  
        android:icon="@drawable/ic\_mail"  
        android:title="@string/mail" />  
    <item android:id="@+id/upload"  
        android:icon="@drawable/ic\_upload"  
        android:title="@string/upload"  
        android:showAsAction="ifRoom" />  
    <item android:id="@+id/share"  
        android:icon="@drawable/ic\_share"  
        android:title="@string/share" />  
</menu>

<?xml version="1.0" encoding="utf-8"?>  
<menu xmlns:android="http://schemas.android.com/apk/res/android">  
    <item android:id="@+id/mail"  
        android:icon="@drawable/ic\_mail"  
        android:title="@string/mail" />  
    <item android:id="@+id/upload"  
        android:icon="@drawable/ic\_upload"  
        android:title="@string/upload"  
        android:showAsAction="ifRoom" />  
    <item android:id="@+id/share"  
        android:icon="@drawable/ic\_share"  
        android:title="@string/share" />  
</menu>

Once we are done with creation of menu, we need to load this menu XML resource from our [activity](https://www.tutlane.com/tutorial/android/android-activity-lifecycle) using **onCreateOptionsMenu()** callback method, for thatopenmain [activity](https://www.tutlane.com/tutorial/android/android-activity-lifecycle) file **MainActivity.java** from **\java\com.tutlane.optionsmenu** path and write the code like as shown below.

MainActivity.java

package com.tutlane.optionsmenu;  
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);  
        setContentView(R.layout.activity\_main);  
    }  
    @Override  
    public boolean onCreateOptionsMenu(Menu menu) {  
        getMenuInflater().inflate(R.menu.options\_menu, menu);  
        return true;  
    }  
    @Override  
    public boolean onOptionsItemSelected(MenuItem item) {  
        Toast.makeText(this, "Selected Item: " +item.getTitle(), Toast.LENGTH\_SHORT).show();  
        switch (item.getItemId()) {  
            case R.id.search\_item:  
               // do your code  
                return true;  
            case R.id.upload\_item:  
                // do your code  
                return true;  
            case R.id.copy\_item:  
                // do your code  
                return true;  
            case R.id.print\_item:  
                // do your code  
                return true;  
            case R.id.share\_item:  
                // do your code  
                return true;  
            case R.id.bookmark\_item:  
                // do your code  
                return true;  
            default:  
                return super.onOptionsItemSelected(item);  
        }  
    }  
}

If you observe above code we are overriding **onCreateOptionsMenu()** method in activity to create options menu and loaded defined menu resource using **MenuInflater.inflate()**.

Generally, during the launch of our [activity](https://www.tutlane.com/tutorial/android/android-activity-lifecycle), **onCreate()** callback method will be called by the android framework to get the required layout for an [activity](https://www.tutlane.com/tutorial/android/android-activity-lifecycle).

Output

