

# MORULE? ACTION BAR





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- Action bar functions
  - To identify the user location
    - Name of the app/activity
       If no name is given to the activity in AndroidManifest.xml (through android:label attribute)
       the app name is displayed
  - To provide user actions and navigation modes through
    - Action button
      - Appears directly in the action bar with an icon and/or text
    - Action overflow (hidden actions)
      - Contains actions that can't fit in the action bar or aren't important enough

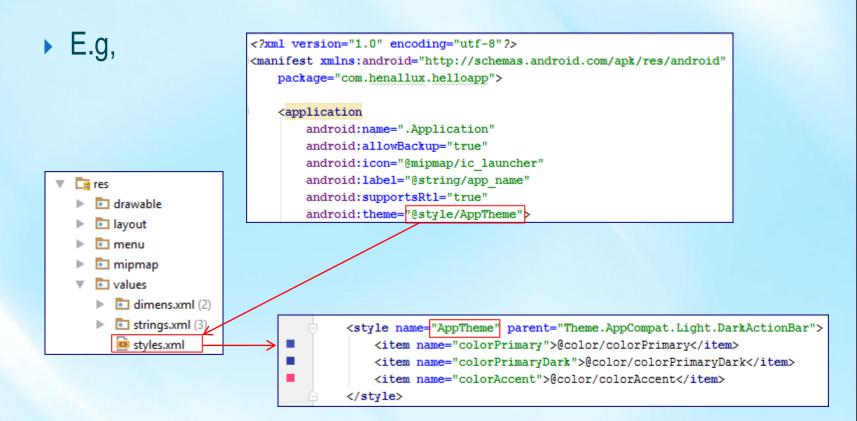




- Automatically adapted for different screen configurations
- Style
  - According to the application style defined in AndroidManifest.xml
    - For <application> or <activity>
    - Through android:theme attribute
    - N.B: Define styles in res/values/styles.xml!
    - E.g,
      - Theme.AppCompat.Light.DarkActionBar











- Menu in xml file
  - In res/menu directory

```
res
                                  public class MainActivity extends AppCompatActivity {
drawable
                                      @Override

▼ in layout

                                      protected void onCreate(Bundle savedInstanceState) {
     activity_main.xml
                                          super.onCreate(savedInstanceState);
▼ 🛅 menu
                                          setContentView(R.layout.activity main);
      menu_main.xml
  mipmap
                                      @Override
  values
                                      public boolean onCreateOptionsMenu (Menu menu) {
                                          this.getMenuInflater().inflate(R.menu.menu main,menu);
                                          return true:
```



Displays action bar









## **Adding Action Item**

- Define action items in XML menu resource
  - <item> element for each item to include in the action bar
    - title attribute
      - Label of the action item
    - icon attribute
      - Place icons files in appropriate res/drawable-?? directory
      - Use icons provided in the Action Bar Icon Pack
         http://developer.android.com/design/downloads/index.html
    - app:showAsAction attribute
      - never (by default): action item hidden in the action overfow
      - always: item shown as action button in the action bar
      - ifRoom: item appears as an action button when room is available in the action bar





## **Adding Action Item**

▶ E.g, HelloApp <?xml version="1.0" encoding="utf-8"?> <menu xmlns:android="http://schemas.android.com/apk/res/android"</pre> Hello world xmlns:app="http://schemas.android.com/apk/res-auto" xmlns:tools="http://schemas.android.com/tools" tools:context=".MajnActivit <item android:id="@+id/itemEmailID" android:icon="@drawable/ic action email android:title="@string/emailTitleID" app:showAsAction="always"/> <item android:id="@+id/itemCallID" android:icon="@drawable/ic action call" android:title="@string/CallTitleID" app:showAsAction="always"/> <item android:id="@+id/itemSearchID" HelloApp Search android:icon="@drawable/ic action search" android:title="@string/searchTitleID" Settings app:showAsAction="ifRoom" /> Hello world! <item android:id="@+id/action settings"</pre> android:title="@string/action settings" android:orderInCategory="100" app:showAsAction="never" </menu>





### **Action Item Event**

- If press on action item
  - onOptionsItemSelected() callback method is called
    - Use **getItemId()** on the given MenuItem to determine which item is pressed





#### **Action Item Event**

▶ E.g,

```
@Override
public boolean onOptionsItemSelected(MenuItem item) {
    switch (item.getItemId())
    case R.id.itemEmailID:
        ··· To do when press on Email action item
        return true:
    case R.id.itemCallID:
        To do when press on Phone action item
        return true;
    case R.id.itemSearchID:
         To do when press on Search action item
        return true:
    case R.id.itemSettingsID:
        To do when press on Settings action item
        return true:
    default:
        return super.onOptionsItemSelected(item);
```





## **Up Button**

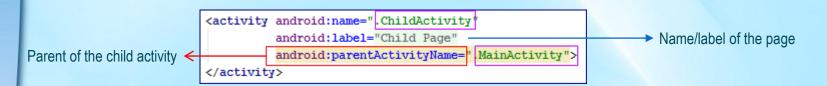
- ▶ To navigate to the logical parent screen in the app's hierarchy
- With Android 4.1 (API level 16) and above
  - Declare the parent activity in the AndroidManifest.xml
    - Through android:parentActivityName





## **Up Button**

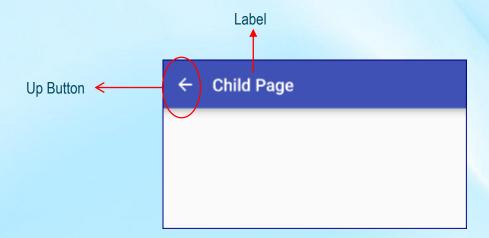
- ▶ E.g,
  - In AndroidManifest.xml







# **Up Button**







## Webography

- http://developer.android.com/training/basics/actionbar/index.html
- http://developer.android.com/guide/topics/ui/actionbar.html

