

FIAP

Introdução a Programação Java para Google Android



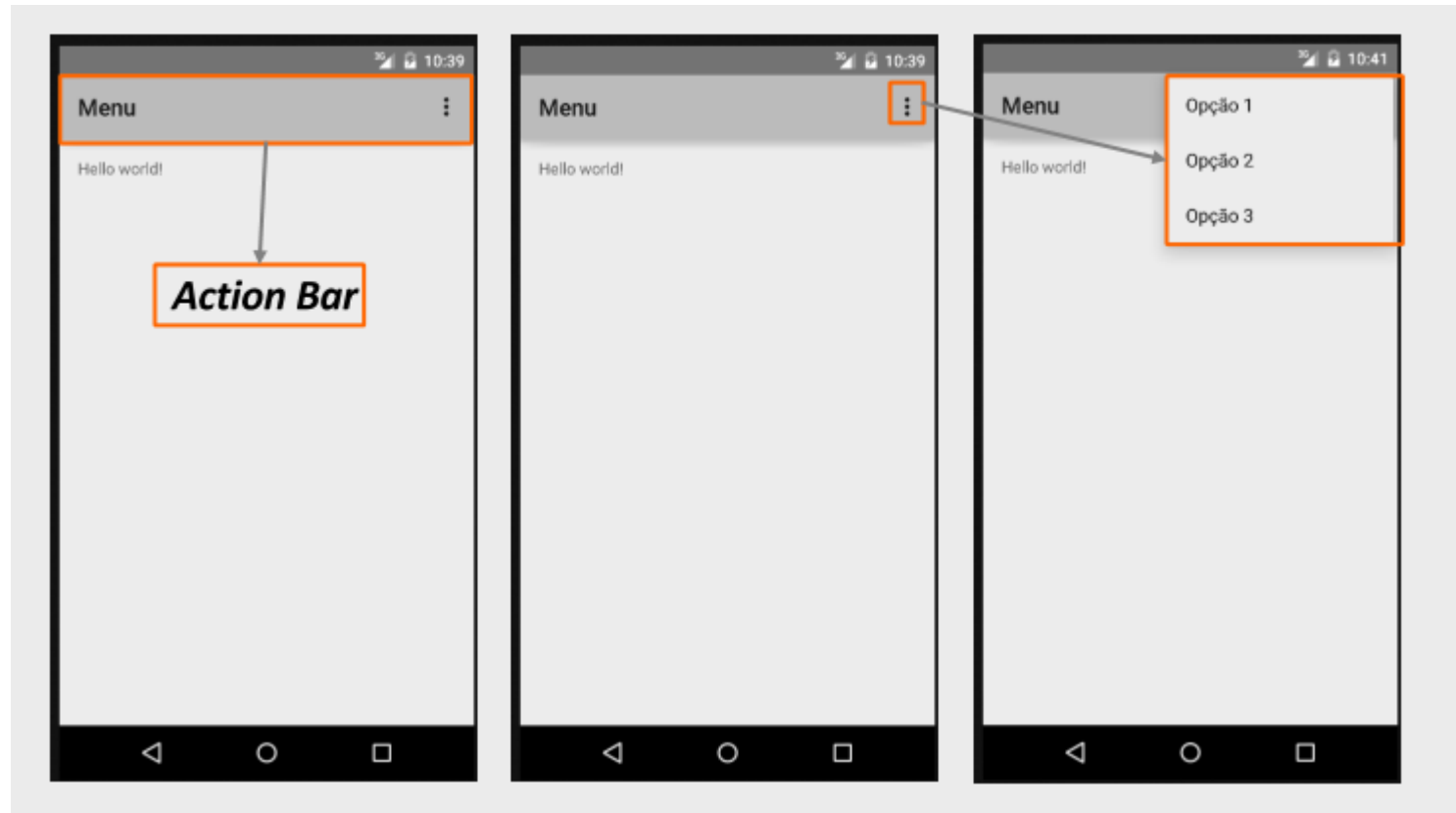
DESENVOLVIMENTO ANDROID

ACTIONBAR

ÍNDICE

- ACTIONBAR
- EXEMPLO

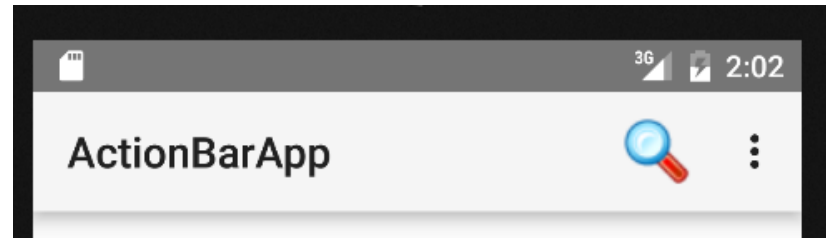
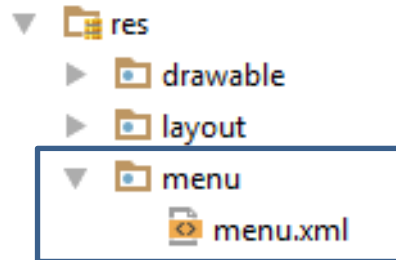
ACTION BAR



- **Passo 1: Definir os itens do menu em** `res/menu/nome_menu.xml`
- **Passo 2:** Implementar o ciclo de vida de menu na Activity



PASSO 1 – CRIAÇÃO DO MENU



```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">

    <item android:id="@+id/item1"
          android:title="Inserir"
          app:showAsAction="always"
          android:icon="@drawable/lupa"/>

    <item
        android:id="@+id/item2"
        android:title="Alterar">

        <menu>
            <item android:id="@+id/item3" android:title="Alterar2" />
            <item android:id="@+id/item4" android:title="Alterar3" />
        </menu>
    </item>

</menu>
```

PASSO 2 – IMPLEMENTAR MÉTODOS

```
public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

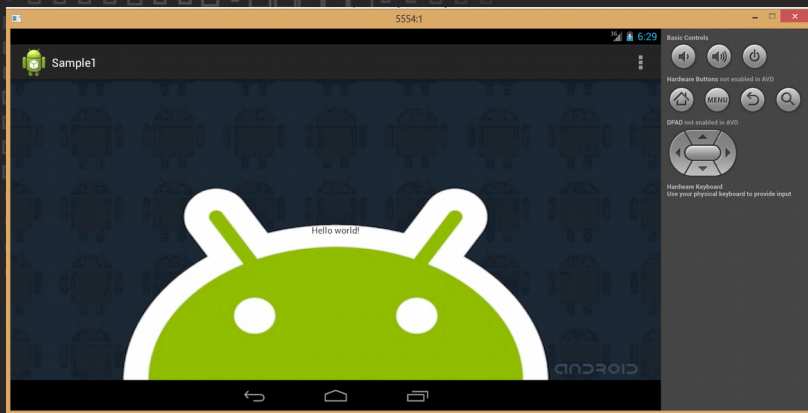
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.menu, menu);
        return true;
    }

    public boolean onOptionsItemSelected(MenuItem item) {

        int id = item.getItemId();

        if (id == R.id.item1) {
            Toast.makeText(this, "seleccionado item1", Toast.LENGTH_SHORT).show();
        } else {
            Toast.makeText(this, "seleccionado item2", Toast.LENGTH_SHORT).show();
        }

        return super.onOptionsItemSelected(item);
    }
}
```



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