Context Menu

Long click!

Long click!

Long click!

Long click!

Choose a color

Blue

Light Orchid

Green

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/constraintLayout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/txt_view"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```
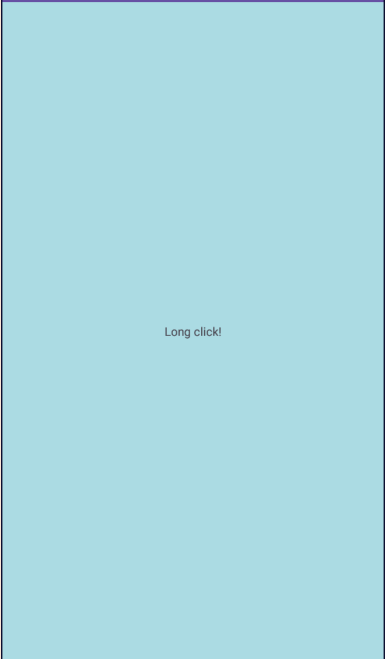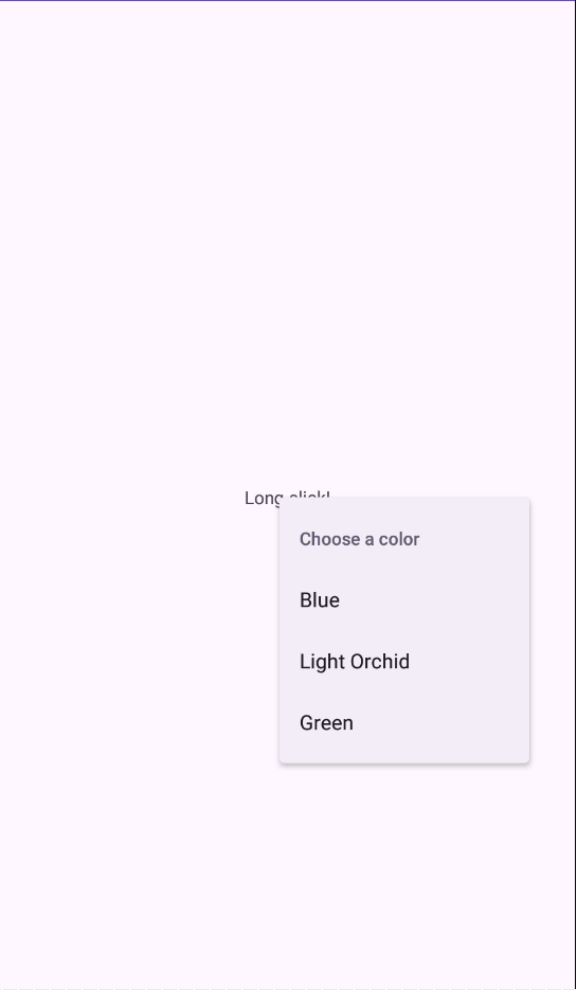
Android ∨

∨ 🗀 app
  › 🗀 manifests
  ∨ 🗀 java
    ∨ 🗀 com.example.contextmenu
      ⓒ MainActivity
    › 🗀 com.example.contextmenu (
    › 🗀 com.example.contextmenu (
  🗀 java (generated)
  ∨ 🗀 res
    › 🗀 drawable
    › 🗀 layout
    › 🗀 mipmap
    ∨ 🗀 values
      </> colors.xml
      </> strings.xml
      › 🗀 themes (2)

</> strings.xml ✕

ℹ️ Edit translations for all locales in the translations editor.

```xml
1  <resources>
2      <string name="app_name">ContextMenu</string>
3      <string name="txt_view">Long click!</string>
4      <string name="contextMenu_title">Choose a color</string>
5  </resources>
```

```java
1        package com.example.contextmenu;
2
3        import android.graphics.Color;
4        import android.os.Bundle;
5        import android.view.ContextMenu;
6        import android.view.MenuItem;
7        import android.view.View;
8        import android.widget.TextView;
9        import androidx.annotation.NonNull;
10       import androidx.appcompat.app.AppCompatActivity;
11       import androidx.constraintlayout.widget.ConstraintLayout;
12
13
14       public class MainActivity extends AppCompatActivity {
15
         4 usages
16           ConstraintLayout constraintLayout;
         2 usages
17           TextView textView;
18           @Override
19           public boolean onContextItemSelected(@NonNull MenuItem item) {
20               if (item.getTitle() == "Blue"){
21                   constraintLayout.setBackgroundColor(Color.parseColor( colorString: "#abdbe3"));
22               }
23               else if (item.getTitle() == "Light Orchid") {
24                   constraintLayout.setBackgroundColor(Color.parseColor( colorString: "#e3abd9"));
25               }
26               else if (item.getTitle() == "Green") {
27                   constraintLayout.setBackgroundColor(Color.parseColor( colorString: "#cbe3ab"));
28               }
29               return true;
30           }//onContextItemSelected
```

```java
        @Override
        public void onCreateContextMenu(ContextMenu menu, View v, ContextMenu.ContextMenuInfo menuInfo) {
            super.onCreateContextMenu(menu, v, menuInfo);
            menu.setHeaderTitle("Choose a color");
            menu.add( groupId: 0,v.getId(), order: 0, title: "Blue");
            menu.add( groupId: 0,v.getId(), order: 0, title: "Light Orchid");
            menu.add( groupId: 0,v.getId(), order: 0, title: "Green");
        }//onCreateContextMenu


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


            constraintLayout = findViewById(R.id.constraintLayout);
            textView = findViewById(R.id.textView);


            registerForContextMenu(textView);


        }//onCreate

}//MainActivity
```