Android Create Navigation Drawer Using Fragments Example Tutorial

(3) android-examples.com/create-navigation-drawer-using-fragments/

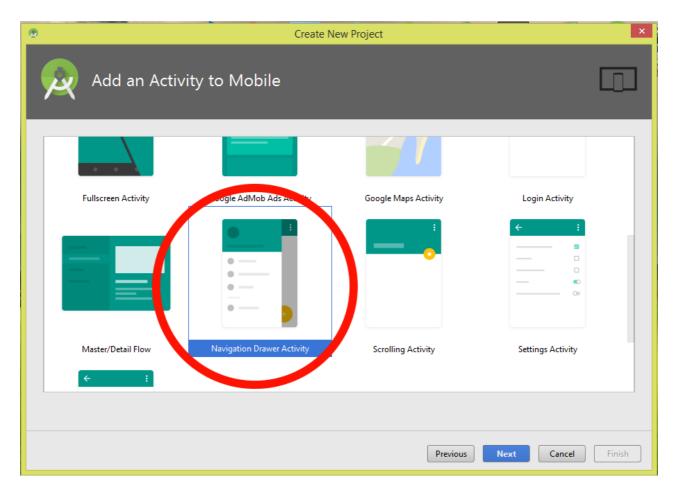
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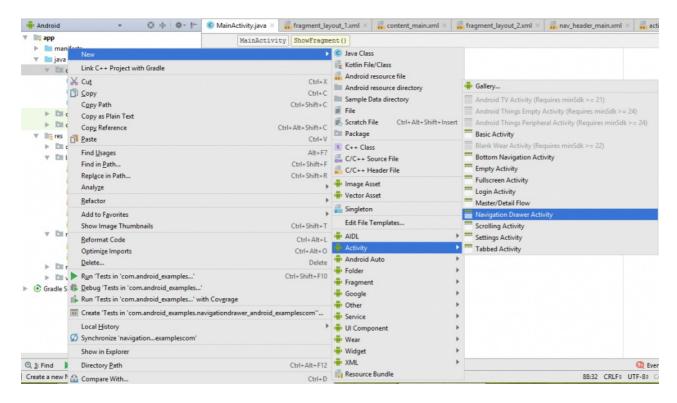
The navigational drawer is a complete layout box that contain a left side sliding menu panel with multiple icons. Each icon associated with a individual screen or Fragment. The left side sliding window is used to show all the navigational menu present in app so it will be more easy for app user to visit complete app with one tap. So in this tutorial we would going to create a android app with Navigation Drawer Using Fragments complete step by step Example Tutorial.

Contents in this tutorial Create Navigation Drawer Using Fragments Example Tutorial in Android:

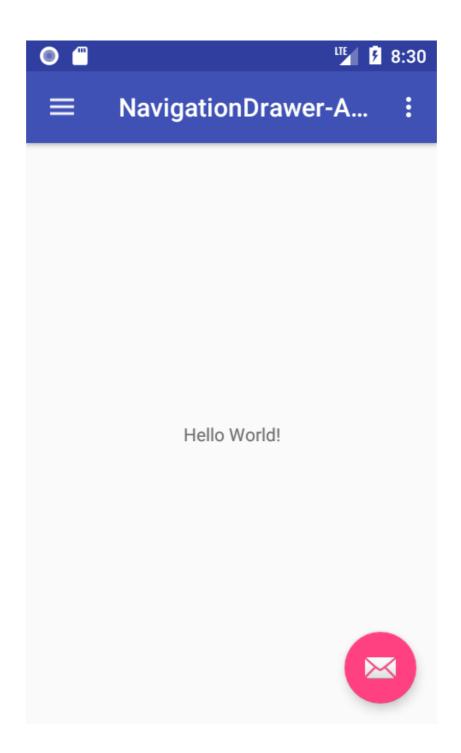
1. Start a fresh android application project in Android Studio and select the Navigation Drawer Screen as default screen.

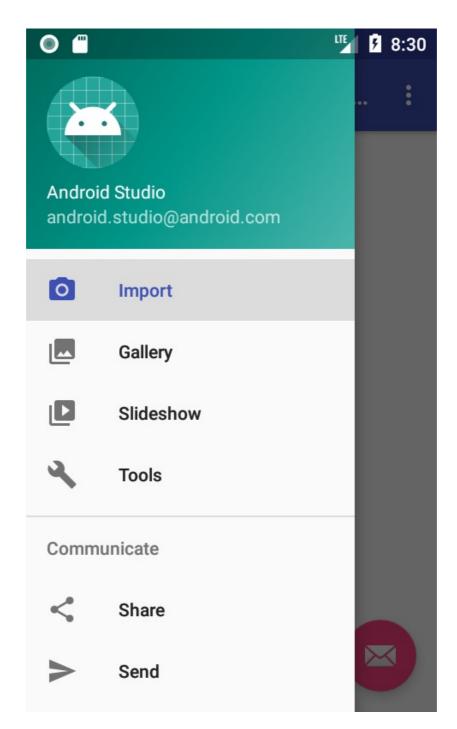


2. If you have already created the project then you can also add Navigation drawer activity in your existing project by opening **Your Package Name -> New -> Activity -> Navigation Drawer Activity.**



Now we would run our newly created app in Simulator and we would see that the Navigational drawer View is successfully created in our app.





This above Navigation Drawer View is default view . Now next step is to make changes in this code. So let's get started \odot .

Start Coding:

1. Open the default **activity_main_drawer.xml** file present in **res->menu** folder. This file is used as our Menu file. I am creating only 2 menus in navigation drawer.

2. Now we would make the View layout for Navigational Drawer. So right click on **res -> layout ->New -> XML -> Layout XML file.** Now we would make 2 layout files 1st is fragment_layout_1 and 2nd is fragment_layout_2.

Code for fragment_layout_1.xml file.

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:layout_margin="10dp">

<TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerHorizontal="true"
    android:layout_centerVertical="true"
    android:textSize="25dp"
    android:text="This is Camera Menu Layout."
    android:textAlignment="center"/>
```

Code for fragment_layout_2.xml file.

</RelativeLayout>

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:layout_margin="10dp">

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerHorizontal="true"
    android:layout_centerVertical="true"
    android:textSize="25dp"
    android:text="This is Gallery Menu Layout."
    android:textAlignment="center"/>
```

</RelativeLayout>

3. Open the **content_main.xml** file and add a Frame Layout inside it.

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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:layout_width="match_parent"
    android:layout_height="match_parent"
    app:layout_behavior="@string/appbar_scrolling_view_behavior"
    tools:context="com.android_examples.navigationdrawer_android_examplescom.MainActivity"
    tools:showIn="@layout/app_bar_main">
    </frameLayout
        android:id="@+id/frame_layout"
        android:layout_width="match_parent"
        android:layout_height="match_parent" />
<//android.support.constraint.ConstraintLayout>
```

4. Now create 2 Java classes named as **Fragment_1.java** and **Fragment_2.java**. The **Fragment_1.java** file called the **fragment_layout_1.xml** file and the **Fragment_1.java** file call the **fragment_layout_2.xml** file.

Code for Fragment_1.java file.

```
package com.android examples.navigationdrawer android examplescom;
import android.os.Bundle;
import android.view.View;
import android.support.v4.app.Fragment;
import android.view.ViewGroup;
import android.support.annotation.Nullable;
import android.view.LayoutInflater;
/**
* Created by Juned on 11/19/2017.
public class Fragment 1 extends Fragment {
  @Nullable
  @Override
  public View onCreateView(LayoutInflater inflater, @Nullable ViewGroup container, @Nullable Bundle
savedInstanceState) {
    //returning our layout file
    //change R.layout.yourlayoutfilename for each of your fragments
    return inflater.inflate(R.layout.fragment_layout_1, container, false);
  }
  @Override
  public void onViewCreated(View view, @Nullable Bundle savedInstanceState) {
    super.onViewCreated(view, savedInstanceState);
    //you can set the title for your toolbar here for different fragments different titles
    getActivity().setTitle("Fragment_1_Camera");
  }
}
```

Code for Fragment_2.java file.

```
package com.android examples.navigationdrawer android examplescom;
import android.os.Bundle;
import android.view.View;
import android.support.v4.app.Fragment;
import android.view.ViewGroup;
import android.support.annotation.Nullable;
import android.view.LayoutInflater;
/**
* Created by Juned on 11/19/2017.
public class Fragment 2 extends Fragment {
  @Nullable
  @Override
  public View onCreateView(LayoutInflater inflater, @Nullable ViewGroup container, @Nullable Bundle
savedInstanceState) {
    //returning our layout file
    //change R.layout.yourlayoutfilename for each of your fragments
    return inflater.inflate(R.layout.fragment layout 2, container, false);
  }
  @Override
  public void onViewCreated(View view, @Nullable Bundle savedInstanceState) {
    super.onViewCreated(view, savedInstanceState);
    //you can set the title for your toolbar here for different fragments different titles
    getActivity().setTitle("Fragment_2_Gallery ");
  }
}
5. Now file step is to write code in MainActivity.java file.
package com.android examples.navigationdrawer android examplescom;
import android.support.v4.app.Fragment;
import android.support.v4.app.FragmentTransaction;
import android.os.Bundle;
import android.support.design.widget.NavigationView;
import android.support.v4.view.GravityCompat;
import android.support.v4.widget.DrawerLayout;
import android.support.v7.app.ActionBarDrawerToggle;
import android.support.v7.app.AppCompatActivity;
import android.support.v7.widget.Toolbar;
import android.view.Menu;
import android.view.MenuItem;
public class MainActivity extends AppCompatActivity
    implements NavigationView.OnNavigationItemSelectedListener {
```

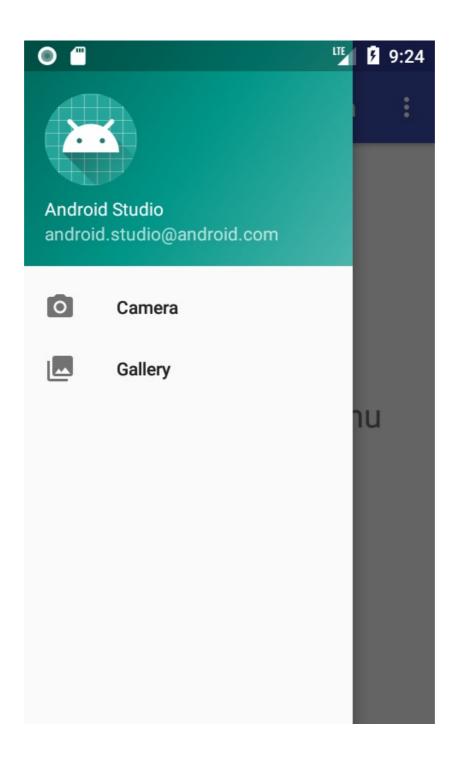
```
@Override
protected void onCreate(Bundle savedInstanceState) {
  super.onCreate(savedInstanceState);
  setContentView(R.layout.activity main);
  Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);
  setSupportActionBar(toolbar);
  DrawerLayout drawer = (DrawerLayout) findViewById(R.id.drawer_layout);
  ActionBarDrawerToggle toggle = new ActionBarDrawerToggle(
       this, drawer, toolbar, R.string.navigation_drawer_open, R.string.navigation_drawer_close);
  drawer.setDrawerListener(toggle);
  toggle.syncState();
  NavigationView navigationView = (NavigationView) findViewById(R.id.nav view);
  navigationView.setNavigationItemSelectedListener(this);
  //Add this line of code here to open the default selected menu on app start time.
  ShowFragment(R.id.nav camera);
}
@Override
public void onBackPressed() {
  DrawerLayout drawer = (DrawerLayout) findViewById(R.id.drawer_layout);
  if (drawer.isDrawerOpen(GravityCompat.START)) {
     drawer.closeDrawer(GravityCompat.START);
  } else {
     super.onBackPressed();
  }
}
@Override
public boolean onCreateOptionsMenu(Menu menu) {
  // Inflate the menu; this adds items to the action bar if it is present.
  getMenuInflater().inflate(R.menu.main, menu);
  return true;
}
@Override
public boolean onOptionsItemSelected(MenuItem item) {
  // Handle action bar item clicks here. The action bar will
  // automatically handle clicks on the Home/Up button, so long
  // as you specify a parent activity in AndroidManifest.xml.
  int id = item.getItemId();
  //noinspection SimplifiableIfStatement
  if (id == R.id.action settings) {
     return true;
  }
  return super.onOptionsItemSelected(item);
}
private void ShowFragment(int itemId) {
```

```
Fragment fragment = null;
    switch (itemId) {
       case R.id.nav camera:
         fragment = new Fragment 1();
         break;
       case R.id.nav_gallery:
         fragment = new Fragment_2();
         break:
    }
    if (fragment != null) {
       FragmentTransaction fragmentTransaction =
getSupportFragmentManager().beginTransaction();
       fragmentTransaction.replace(R.id.frame layout, fragment);
       fragmentTransaction.commit();
    }
    DrawerLayout drawer = (DrawerLayout) findViewById(R.id.drawer_layout);
    drawer.closeDrawer(GravityCompat.START);
  }
  @SuppressWarnings("StatementWithEmptyBody")
  @Override
  public boolean onNavigationItemSelected(MenuItem item) {
    //Calling the ShowFragment() method here to show the our created menu as default menus.
    ShowFragment(item.getItemId());
    return true;
  }
}
```

Screenshots:



This is Camera Menu Layout.





This is Gallery Menu Layout.