Experiment 3.3

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Subject Name: MADLAB **Subject Code: 21CSH-355**

1. **Aim:** Design the Android application using menus and action bar.

2. **Objective:** The objective of designing an Android application using menus and the action bar is to create a user-friendly and consistent interface that allows users to navigate, access functionality, and perform actions efficiently.

3. **Code and output:**

- MainActivity.java

```
package com.example.exp33;

import androidx.annotation.Nullable;
import androidx.appcompat.app.ActionBar;
import androidx.appcompat.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);
        ActionBar actionBar = getSupportActionBar();
        actionBar.setDisplayHomeAsUpEnabled(true);
    }

    @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();

        int itemId = item.getItemId();
        if (itemId == R.id.search_item) {
            return true;
        } else if (itemId == R.id.upload_item) {
            return true;
        } else if (itemId == R.id.copy_item) {
            return true;
        } else if (itemId == R.id.print_item) {
            return true;
        } else if (itemId == R.id.share_item) {
            return true;
        } else if (itemId == R.id.bookmark_item) {
            return true;
        } else if (itemId == android.R.id.home){
            this.finish();
            return true;
        }
        return super.onOptionsItemSelected(item);
    }
}
```

- Activity_main.xml

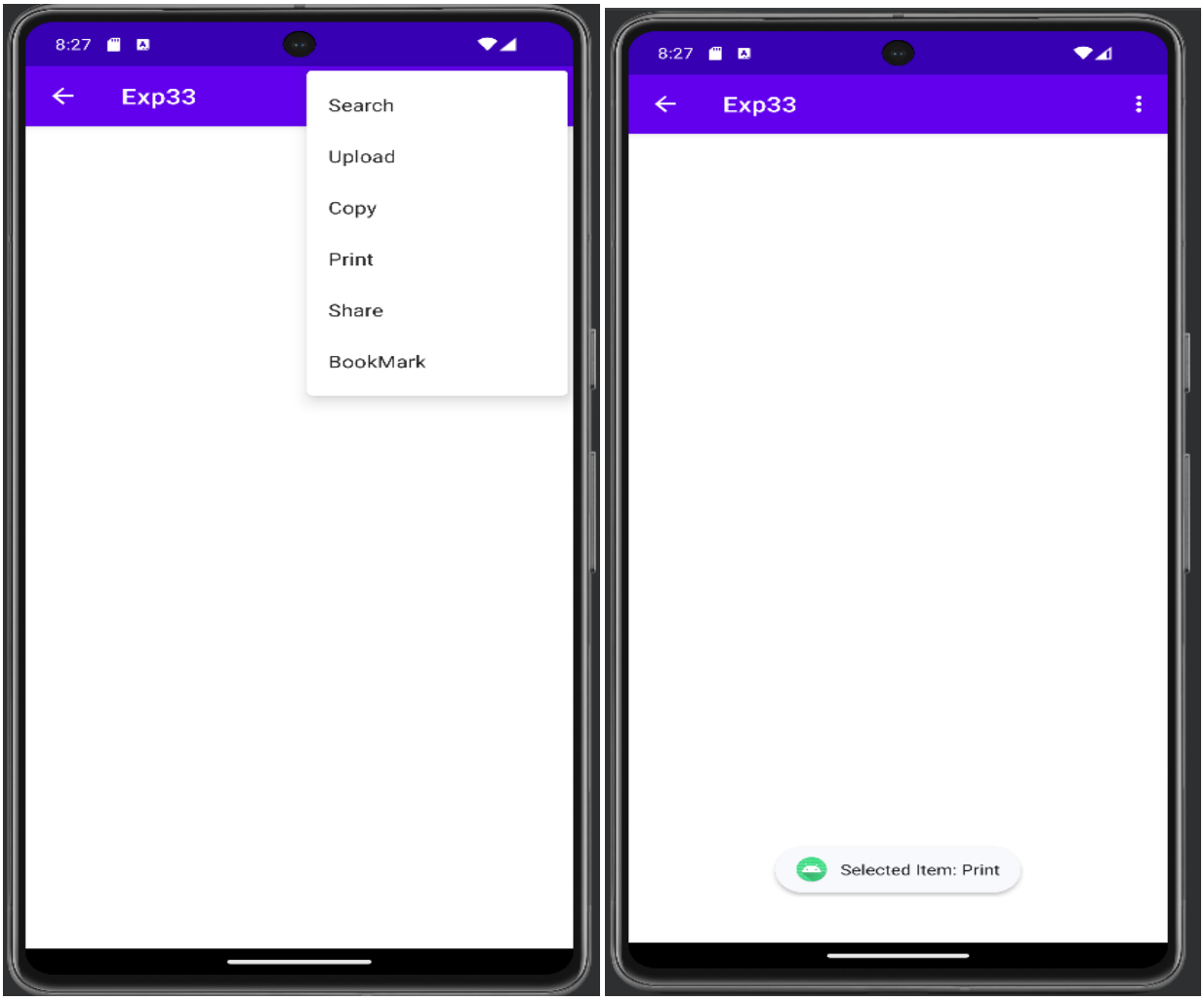
```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
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

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

- options_menu.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/search_item"
        android:title="Search" />
    <item android:id="@+id/upload_item"
        android:title="Upload" />
    <item android:id="@+id/copy_item"
        android:title="Copy" />
    <item android:id="@+id/print_item"
        android:title="Print" />
    <item android:id="@+id/share_item"
        android:title="Share" />
```

```
    <item android:id="@+id/bookmark_item"
        android:title="BookMark" />
</menu>
```

Output:



Learning Outcomes:

- Learnt how to Design the Android application using menus and action bar.