17IT005 IT349: WCMC

## PRACTICAL: 7

**AIM:** Create an application that will change color of the screen, based on selected options from the menu.

## THEORY: About elements used:

Menus: Menus are a common user interface component in many types of applications. To provide a familiar and consistent user experience, you should use the Menu APIs to present user actions and other options in your activities. For all menu types, Android provides a standard XML format to define menu items. Instead of building a menu in your activity's code, you should define a menu and all its items in an XML menu resource. You can then inflate the menu resource (load it as a Menu object) in your activity or fragment. When the user selects an item from the options menu (including action items in the app bar), the system calls your activity's onOptionsItemSelected() method.

## **CODE:**

```
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:id="@+id/constraint_layout"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
<TextView
     android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Colorful Practical!!"
    android:textSize="20dp"
    app:layout_constraintBottom_toBottomOf="parent"
     app:layout_constraintLeft_toLeftOf="parent"
     app:layout_constraintRight_toRightOf="parent"
     app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
menu.xml
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:app="http://schemas.android.com/apk/res-auto"</pre>
  xmlns:android="http://schemas.android.com/apk/res/android">
  <item
     android:id="@+id/red"
     android:title="RED" />
     android:id="@+id/green"
    android:title="GREEN" />
```

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```
<item
     android:id="@+id/blue"
     android:title="BLUE" />
</menu>
MainActivity.java
package com.example.pr7_17it005;
import androidx.appcompat.app.AppCompatActivity;
import androidx.constraintlayout.widget.ConstraintLayout;
import android.graphics.Color;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  private ConstraintLayout constraintlayout;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    constraintlayout = findViewById(R.id.constraint_layout);
  @Override
  public boolean onCreateOptionsMenu(Menu menu) {
    MenuInflater inflater = getMenuInflater();
    inflater.inflate(R.menu.menu, menu);
    return true;
  @Override
  public boolean onOptionsItemSelected(MenuItem item) {
    // Handle item selection
    switch (item.getItemId()) {
       case R.id.red:
         this.constraintlayout.setBackgroundColor(Color.rgb(235, 104, 87));
         Toast.makeText(getApplicationContext(),"RED colour
selected",Toast.LENGTH LONG).show();
         return true:
       case R.id.green:
         this.constraintlayout.setBackgroundColor(Color.rgb(131, 242, 157));
         Toast.makeText(getApplicationContext(), "GREEN colour
selected",Toast.LENGTH_LONG).show();
         return true:
       case R.id.blue:
         this.constraintlayout.setBackgroundColor(Color.rgb(132, 205, 245));
         Toast.makeText(getApplicationContext(),"BLUE colour
selected",Toast.LENGTH_LONG).show();
         return true;
       default: return false;
```

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## **OUTPUT:**







**LATEST APPLICATIONS:** Menus are used in many latest applications be it any informative application like government DigiLock application or any entertainment application like Netflix and Prime Video.

**LEARNING OUTCOME:** To add a menu, we have to make a new android resource xml file and then inflate it with our activity main file. We use onOptionsItemSelect() and use switch case to perform different actions on different option selection.