Experiment 3.2

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Semester: 6   **Date of Performance:**
Subject Name: MAD LAB   **Subject Code: 20CSP_356**

1. Aim:

Design the Android application using menus and action bar.

2. Objective:

Understanding   of the interactions between user interface and underlying application infrastructure.

3. System Requirements:

- Microsoft Windows 7/8/10 (32-bit or 64-bit)
- 4 GB RAM minimum, 8 GB RAM recommended (plus 1 GB for the Android Emulator)
- 2 GB of available disk space minimum, 4 GB recommended (500 MB for IDE plus 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution
- Java JDK5 or later version
- Java Runtime Environment (JRE) 6 or higher.

4. Steps/Program:

<u>MainActivity.java</u> package

com.example.fragmentapp;

import androidx.appcompat.app.AppCompatActivity;

import android.annotation.SuppressLint;
import android.os.Bundle; import
android.view.Menu; import
android.view.MenuItem;

import android.widget.Toast;

public class MainActivity3 extends AppCompatActivity {

  @Override

  protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);   setContentView(R.layout.*activity_main3*);

  }

```java
    @Override    public boolean onCreateOptionsMenu(Menu
menu) {

        getMenuInflater().inflate(R.menu.options_menu, menu);        return
true;

    }

    @SuppressLint("NonConstantResourceId")

    @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;

        }

        return super.onOptionsItemSelected(item);


}
}
```

```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=".MainActivity3">

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

Option_menu.xml

```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>
```

Themes.xml

```xml
<resources xmlns:tools="http://schemas.android.com/tools">
    <!-- Base application theme. -->
    <style name="Base.Theme.FragmentApp" parent="Theme.Material3.DayNight">
        <!-- Customize your light theme here. -->
        <!-- <item name="colorPrimary">@color/my_light_primary</item> -->     </style>
    <style name="Theme.FragmentApp" parent="Base.Theme.FragmentApp" /> </resources>
```

Output: