



Creating Options Menus

Android

Create the resource file

The screenshot shows the Android Studio interface with the following components:

- Project Structure:** A tree view on the left showing the project hierarchy: `app` (manifests, java, res) > `res` (drawable, layout, menu) > `menu` > `mymenu.xml`.
- Code Editor:** The main window displays the XML code for `mymenu.xml`. The code is as follows:

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <menu xmlns:android="http://schemas.android.com/apk/res/android">
3   <item android:id="@+id/item1" android:title="First choice"/>
4   <item android:id="@+id/item2" android:title="Second choice"/>
5   <item android:id="@+id/item3" android:title="Third choice"/>
6 </menu>
```
- Bottom Panel:** Includes a breadcrumb `menu > item`, tabs for `Design` and `Text`, and a status bar at the bottom with `Terminal`, `Build`, `Logcat`, `Android Profiler`, `Run`, and `TODO`. The status bar also shows `Gradle build finished in 1s 752ms (4 minutes ago)`, `5:55`, `CRLF`, `UTF-8`, and `Context: <no context>`.

Inside Activity override onCreateOptionsMenu

```
@Override  
public boolean onCreateOptionsMenu(Menu menu) {  
    getMenuInflater().inflate(R.menu.mymenu, menu);  
    return true;  
}
```

Inside Activity override onOptionsItemSelected

```
@Override
```

```
public boolean onOptionsItemSelected(MenuItem item) {  
    switch (item.getItemId()) {  
        case R.id.item1:  
            Snackbar.make(getWindow().getDecorView(), text: "Athens", Snackbar.LENGTH_LONG).show();  
            return true;  
        case R.id.item2:  
            Snackbar.make(getWindow().getDecorView(), text: "Piraeus", Snackbar.LENGTH_LONG).show();  
            return true;  
        case R.id.item3:  
            Snackbar.make(getWindow().getDecorView(), text: "Patras", Snackbar.LENGTH_LONG).show();  
            return true;  
        default:  
            return super.onOptionsItemSelected(item);  
    }  
}
```

