

## Android Options Menu

In this tutorial we will create a simple menu with 6 menu items. When you click on a single menu item a simple Toast message will be shown.

**Step 1.** Create a new project **File -> New -> Android Project** and give activity name as **Menus**.

**Step 2.** By default the system created an XML file under the *res/menu* folder that is labeled, *menu.xml*. Find this directory and file.

**Step 3.** Open *menu.xml* file and type following code. In the following code we are creating a single menu with 6 menu items. Each menu item has an *icon* and *title* for display the label under menu icon. Also we have *id* for each menu item to identify uniquely.

Replace the current menu.xml code with the following instead:

```
<?xml version="1.0" encoding="utf-8"?>
<menu
xmlns:android="http://schemas.android.com/apk/res/android">
    <!-- Single menu item
        Set id, icon and Title for each menu item
    -->
    <item android:id="@+id/menu_bookmark"
        android:icon="@drawable/icon_bookmark"
        android:title="Bookmark" />

    <item android:id="@+id/menu_save"
        android:icon="@drawable/icon_save"
        android:title="Save" />

    <item android:id="@+id/menu_search"
        android:icon="@drawable/icon_search"
        android:title="Search" />

    <item android:id="@+id/menu_share"
        android:icon="@drawable/icon_share"
        android:title="Share" />

    <item android:id="@+id/menu_delete"
        android:icon="@drawable/icon_delete"
        android:title="Delete" />
```

```

        <item android:id="@+id/menu_preferences"
            android:icon="@drawable/icon_preferences"
            android:title="Preferences" />
    </menu>

```

**Step 4.** Copy the appropriate images into one of the drawable folders. Run your application and see the menu items appear. Your mainActivity class should already be loading your images. If it isn't then add the following code.

```

    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;
    }

```

**Step 5.** Add the code to make the menu items work. In the following code each menu item is identified by its ID in switch case statement.

```

public boolean onOptionsItemSelected(MenuItem item)
{
    switch (item.getItemId())
    {
        case R.id.menu_bookmark:
            // Single menu item is selected do something
            // Ex: launching new activity/screen or show
            alert message
            Toast.makeText(MainActivity.this, "Bookmark is
            Selected", Toast.LENGTH_SHORT).show();
            return true;

        case R.id.menu_save:
            Toast.makeText(MainActivity.this, "Save is
            Selected", Toast.LENGTH_SHORT).show();
            return true;

        case R.id.menu_search:
            Toast.makeText(MainActivity.this, "Search is
            Selected", Toast.LENGTH_SHORT).show();
            return true;

        case R.id.menu_share:
            Toast.makeText(MainActivity.this, "Share is
            Selected", Toast.LENGTH_SHORT).show();
            return true;
    }
}

```

```
        case R.id.menu_delete:
            Toast.makeText(MainActivity.this, "Delete is
Selected", Toast.LENGTH_SHORT).show();
            return true;

        case R.id.menu_preferences:
            Toast.makeText(MainActivity.this, "Preferences
is Selected", Toast.LENGTH_SHORT).show();
            return true;

        default:
            return super.onOptionsItemSelected(item);
    }
}
```

**Step 6.** Run your application again and notice the messages that get displayed for each of the menu items.