



University of Mila
Computer Science Department

Third-year Bachelor
Mobile Applications Course

Chapter 5

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2025/2026



Managing the application menus

A project created with Android Studio uses a theme that displays

Action bar + application title

To add buttons to the action bar
you must first create
a **menu** → a resource in the **res** directory

An **options menu** appears when the user clicks the menu button on their device

To associate a menu with an activity, you must override the **onCreateOptionsMenu** method

This menu must be populated with items

These are the elements the user clicks to enable or disable a feature

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In XML, these elements are called **<item>** and can be customized using several attributes

Options Menu

Each menu **item** has a unique identifier

To trigger an action when the user clicks a menu button, you must override the method **onOptionsItemSelected**

This method receives the selected **item** as a parameter
You can retrieve its **ID** to determine which action should be performed

Context Menus

A **context menu** appears when you **long-press** an element of your interface.

You must create your menu using the **onCreateContextMenu** method.

Dialog boxes

To create a **dialog box**, you can use

The **AlertDialog** class + the **AlertDialog.Builder** class

Dialog boxes usually have one, two, or three buttons known as:

- **Positive** (e.g., OK)
- **Neutral** (e.g., “Later”)
- **Negative** (e.g., Cancel)

You can use the **AlertDialog.Builder** class to set the dialog's **title**, **message**, and **buttons**

Then call the **show method** to display the dialog box

"YOUR **FUTURE** IS CREATED BY WHAT
YOU DO { **TODAY** }
NOT ~~TOMORROW~~"