



Menu II 구현





학습 목표

교육 목표

- ❖ XML을 이용한 Menu 구현
- ❖ XML을 이용한 Options Menu 구현
- ❖ XML을 이용한 Context Menu 구현



Navigation voice



Traffic view



Street View

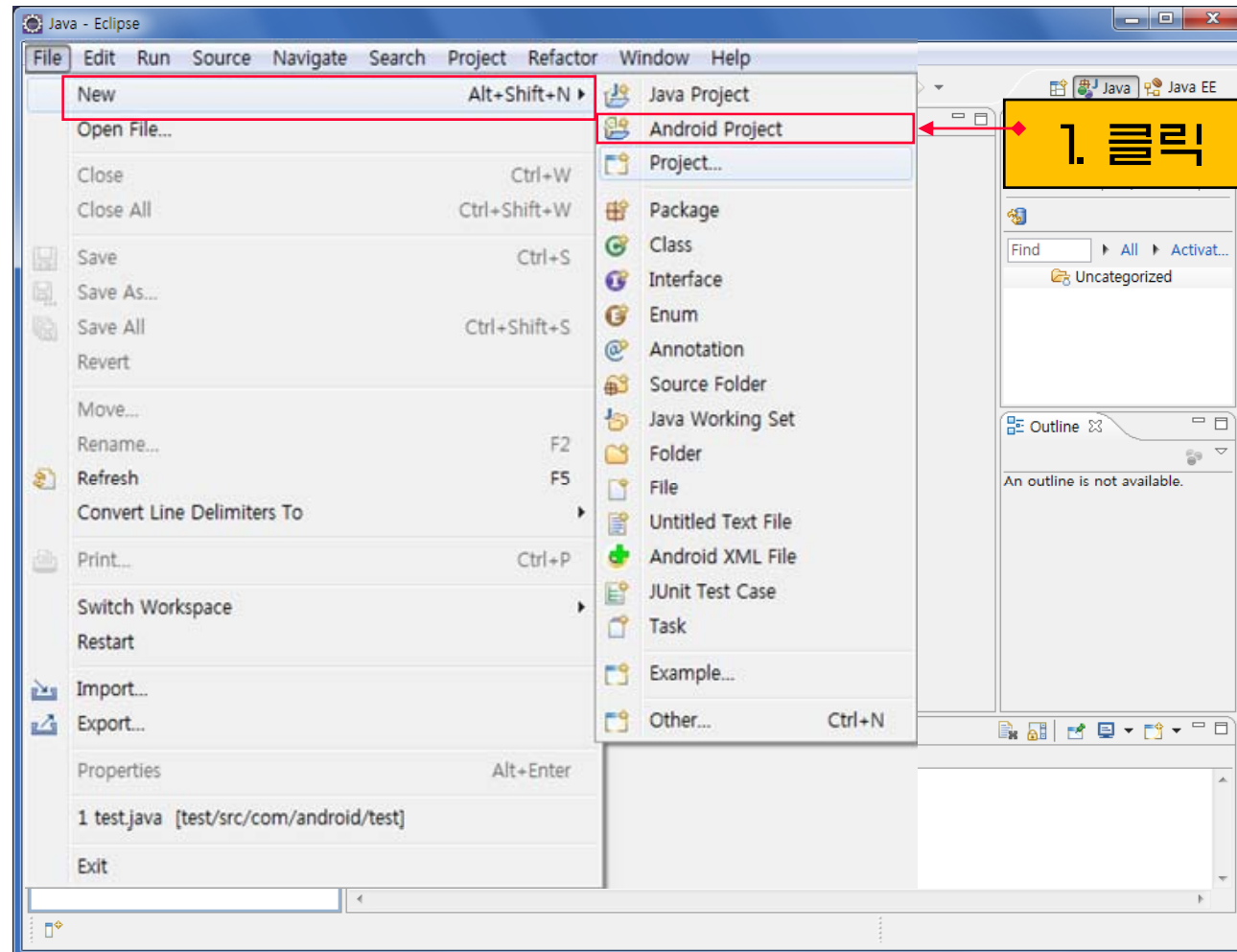




XML을 이용한 Menu 구현 (1)

■ Android 프로젝트 생성

❖ 프로젝트 명 : Android_MenuByXml





XML을 이용한 Menu 구현 (2)

New Android Project

Creates a new Android Project resource.

Project name:

Contents

☒ Create new project in workspace
☐ Create project from existing source
☒ Use default location

Location:

☐ Create project from existing sample

Samples:

Build Target

Target Name	Vendor	Platform	API ...
<input type="checkbox"/> Android 1.1	Android Open Source Project	1.1	2
<input type="checkbox"/> Android 2.0.1	Android Open Source Project	2.0.1	6
<input checked="" type="checkbox"/> Android 2.1	Android Open Source Project	2.1	7
<input type="checkbox"/> Google APIs	Google Inc.	2.0.1	6
<input type="checkbox"/> Google APIs	Google Inc.	2.1	7

Standard Android platform 2.1

Properties

Application name:

Package name:

☒ Create Activity:

Min SDK Version:

2. Android_MenuByXml 입력

3. 클릭

4. Android_MenuByXml 입력

5. com.inhatec.android_MenuByXml 입력

6. Android_MenuByXml 입력

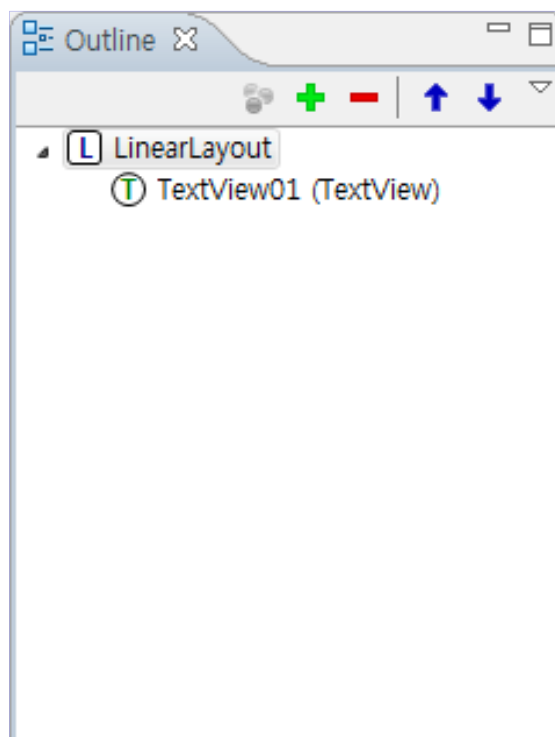
7. 클릭



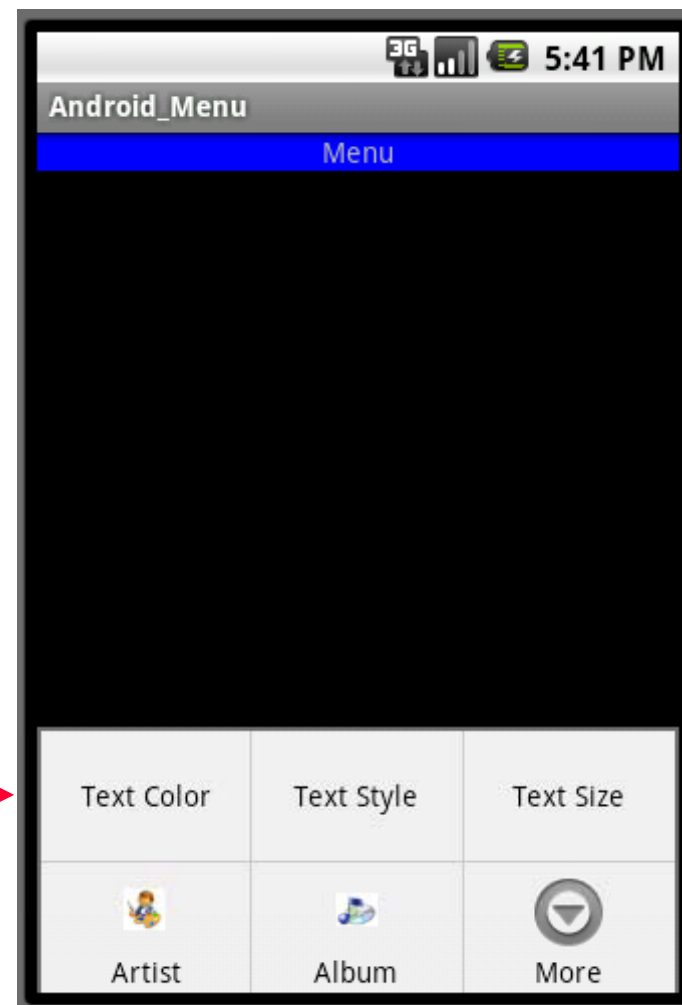


XML을 이용한 Menu 구현 (3)

■ UI 설계



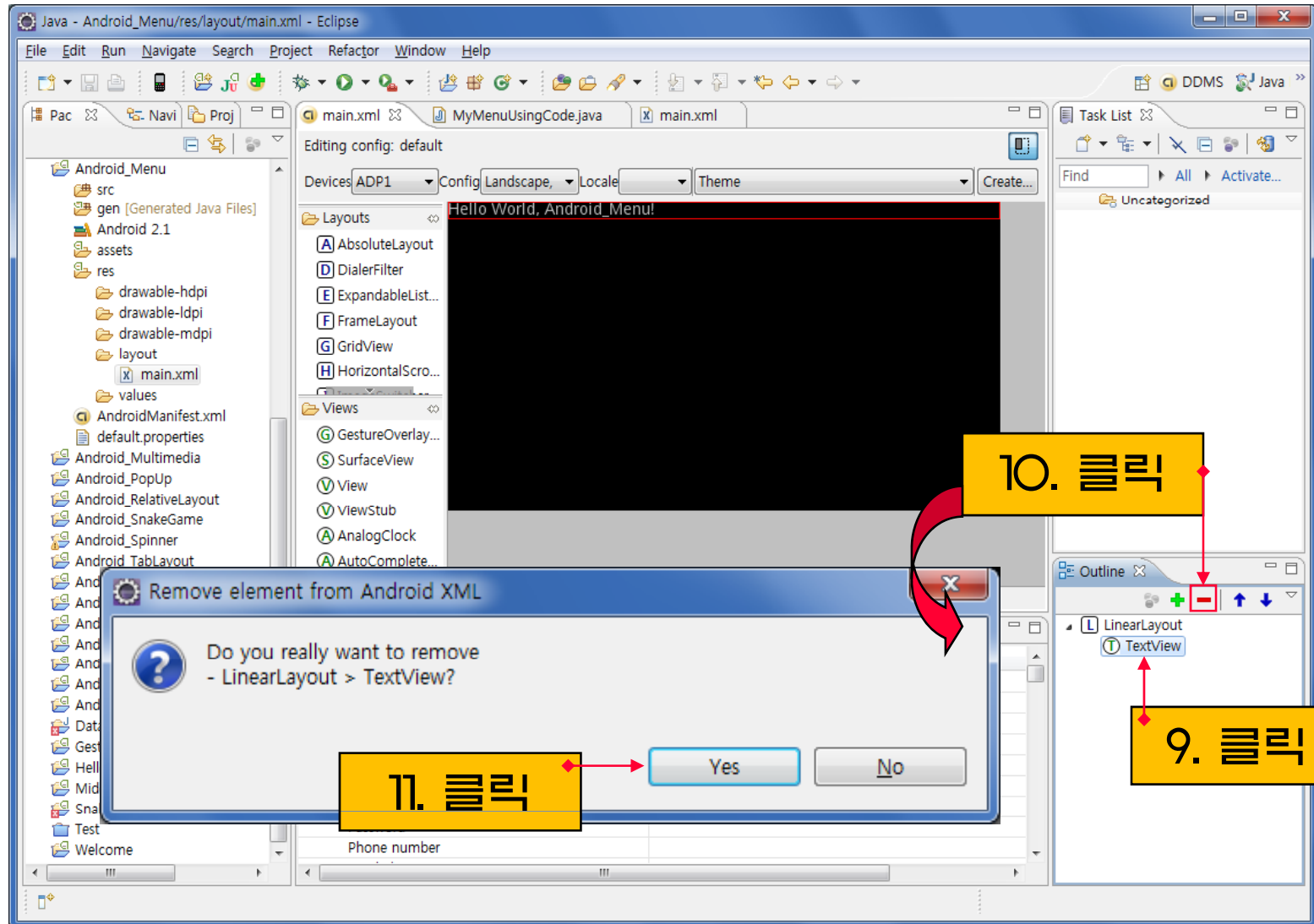
8. UI 설계 및 속성 지정





XML을 이용한 Menu 구현 (4)

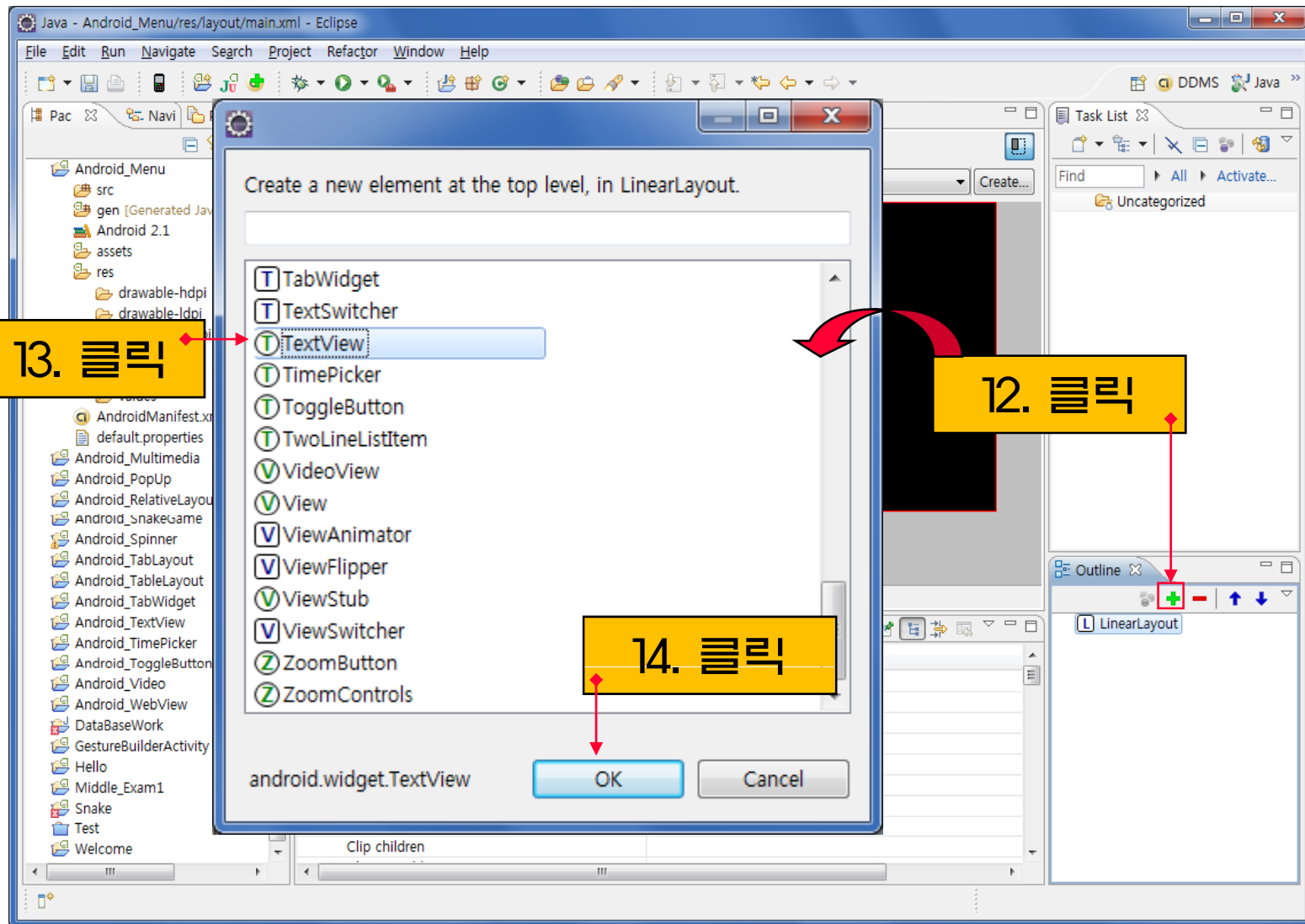
❖ TextView 삭제





XML을 이용한 Menu 구현 (5)

❖ TextView 추가





XML을 이용한 Menu 구현 (6)

❖ TextView 속성 지정

컨트롤	속성 지정
TextView	<ul style="list-style-type: none">• android:id="@+id/TextView01"• android:layout_width="fill_parent"• android:layout_height="wrap_content"• android:text="Menu"• android:gravity="center"• android:layout_gravity="center"





XML을 이용한 Menu 구현 (7)

❖ Main.xml

```
*main.xml
1<?xml version="1.0" encoding="utf-8"?>
2<LinearLayout
3    xmlns:android="http://schemas.android.com/apk/res/android"
4    android:orientation="vertical"
5    android:layout_width="fill_parent"
6    android:layout_height="fill_parent">
7
8    <TextView
9        android:id="@+id/TextView01"
10       android:layout_height="wrap_content"
11       android:text="Menu"
12       android:gravity="center"
13       android:layout_gravity="center"
14       android:layout_width="fill_parent">
15   </TextView>
16
17</LinearLayout>
```

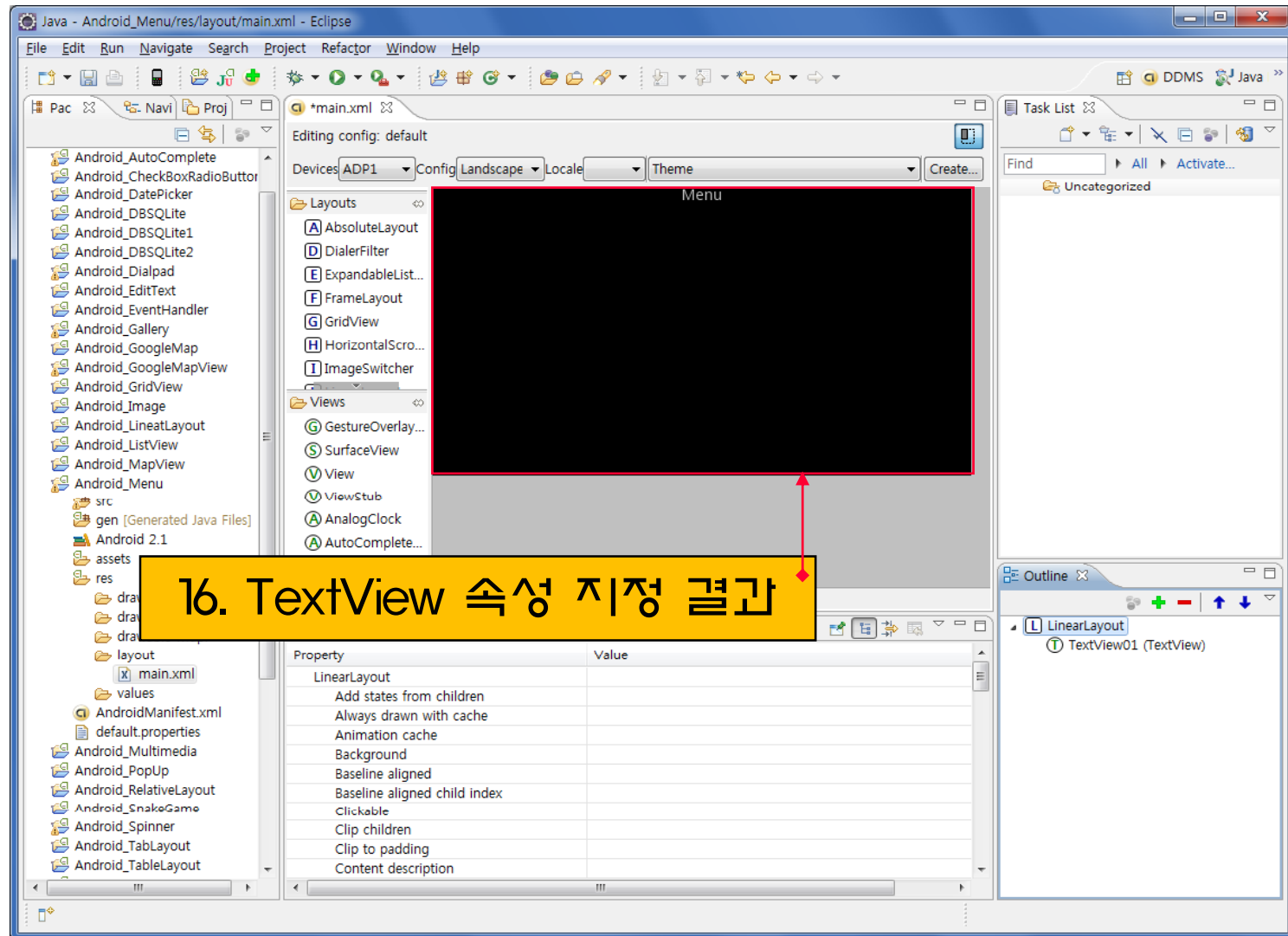
15. XML code 추가 확인





XML을 이용한 Menu 구현 (8)

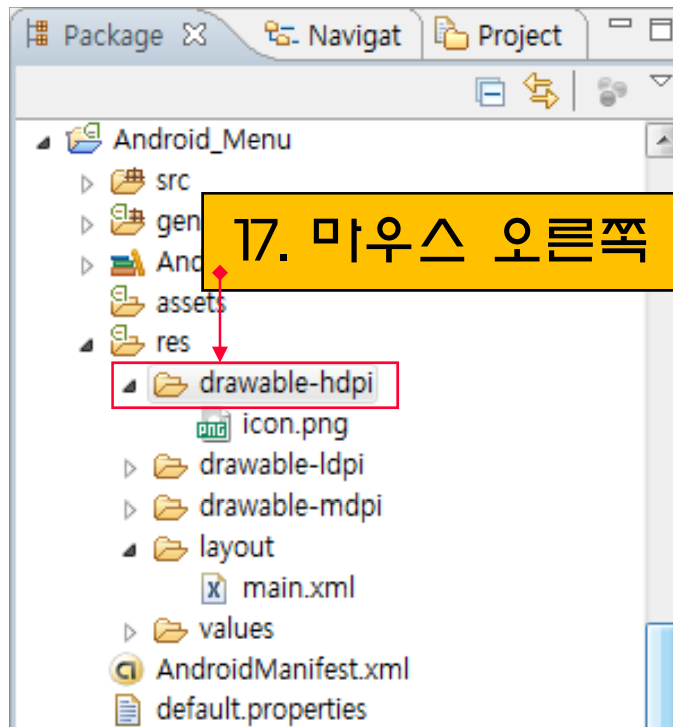
❖ TextView 속성 지정 결과



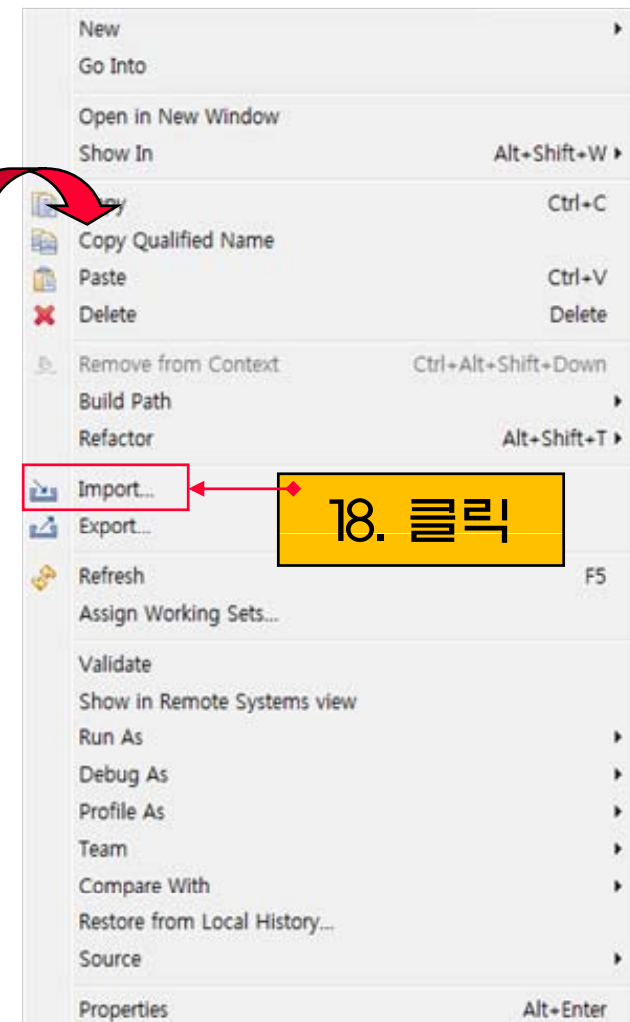


XML을 이용한 Menu 구현 (9)

❖ Image import



17. 마우스 오른쪽 버튼 클릭

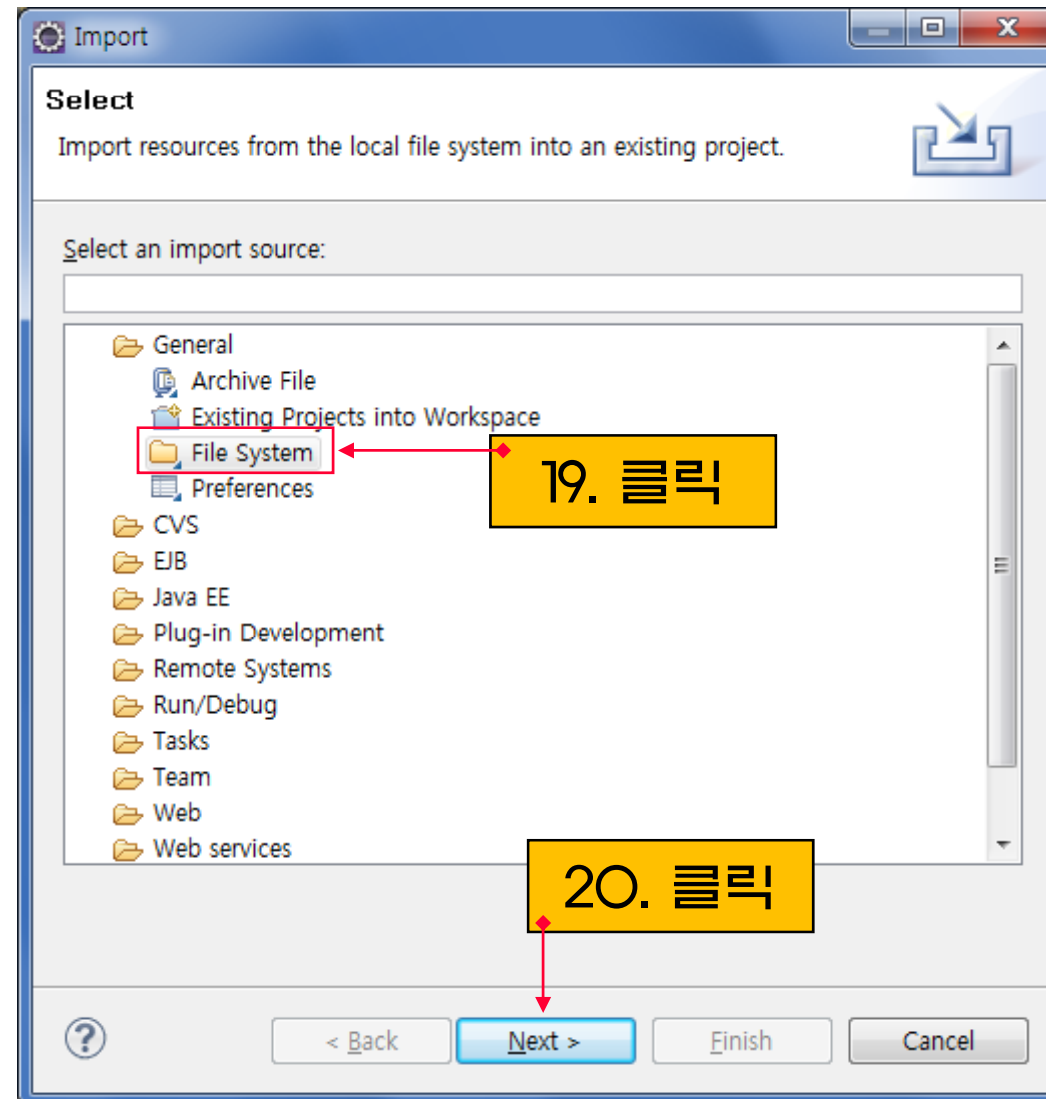


18. 클릭



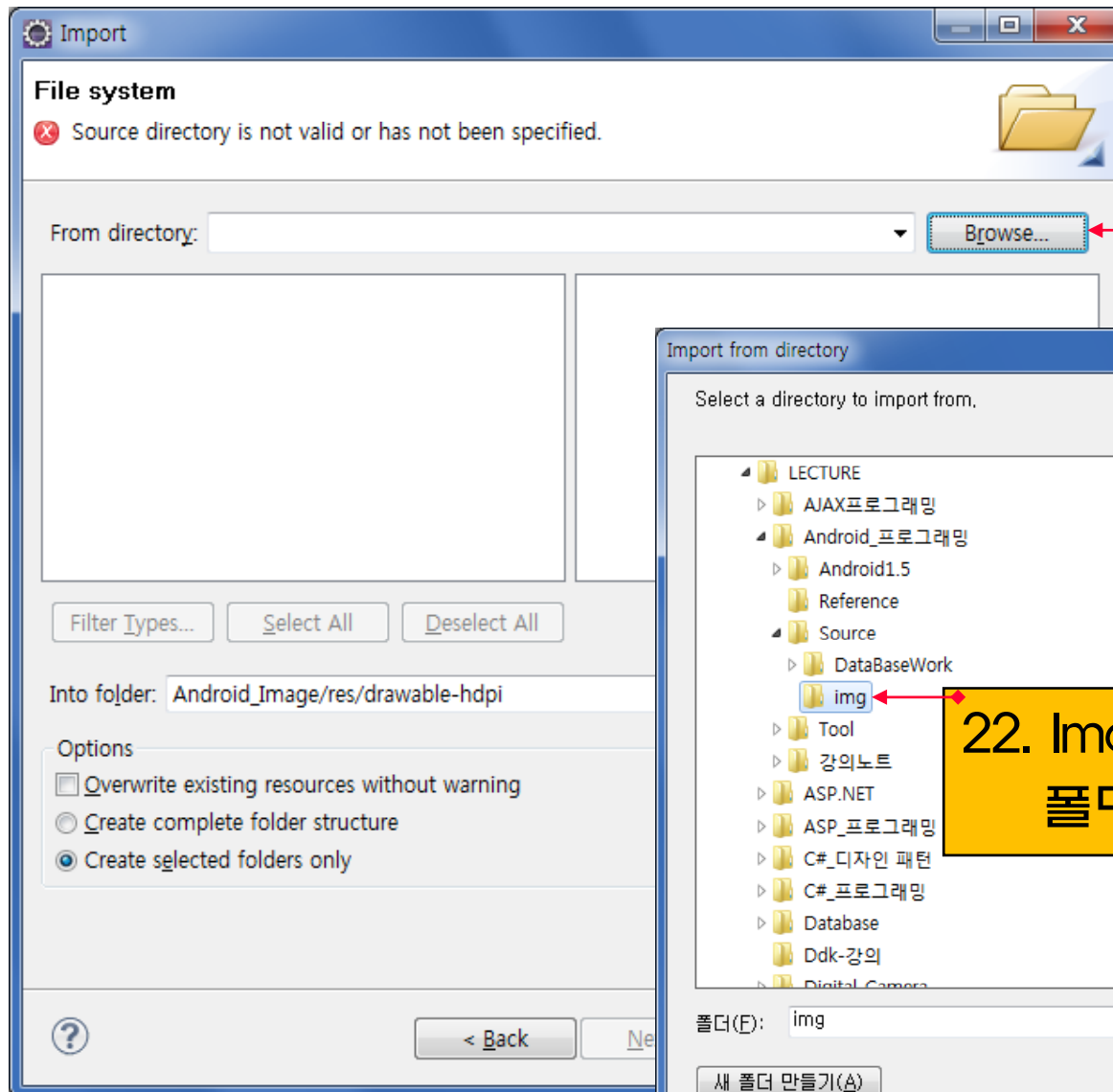


XML을 이용한 Menu 구현 (10)

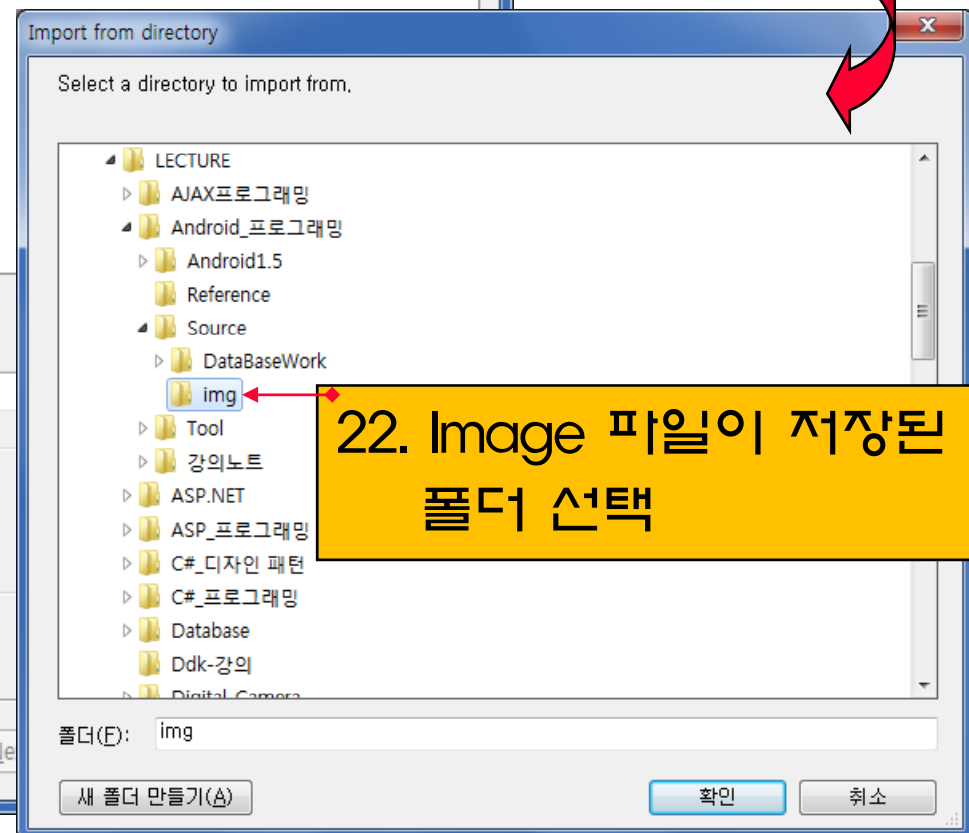




XML을 이용한 Menu 구현 (11)



21. 클릭



22. Image 파일이 저장된
폴더 선택





XML을 이용한 Menu 구현 (12)

❖ Image 파일 선택

◆ album.png



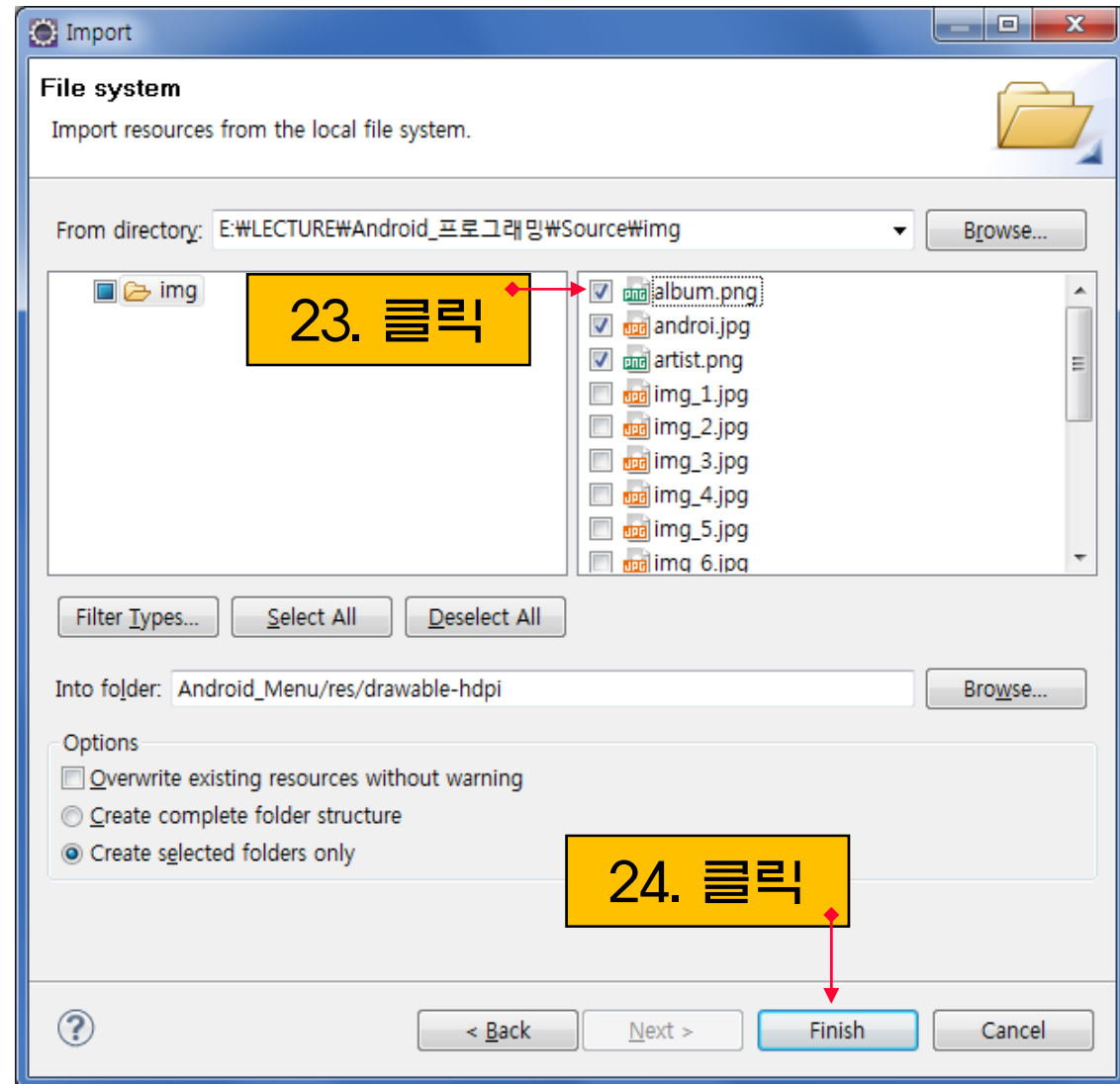
◆ Artist.png



◆ Song.png



◆ Androi.jpg





XML을 이용한 Menu 구현 (13)

❖ Image 파일 import 확인

◆ album.png



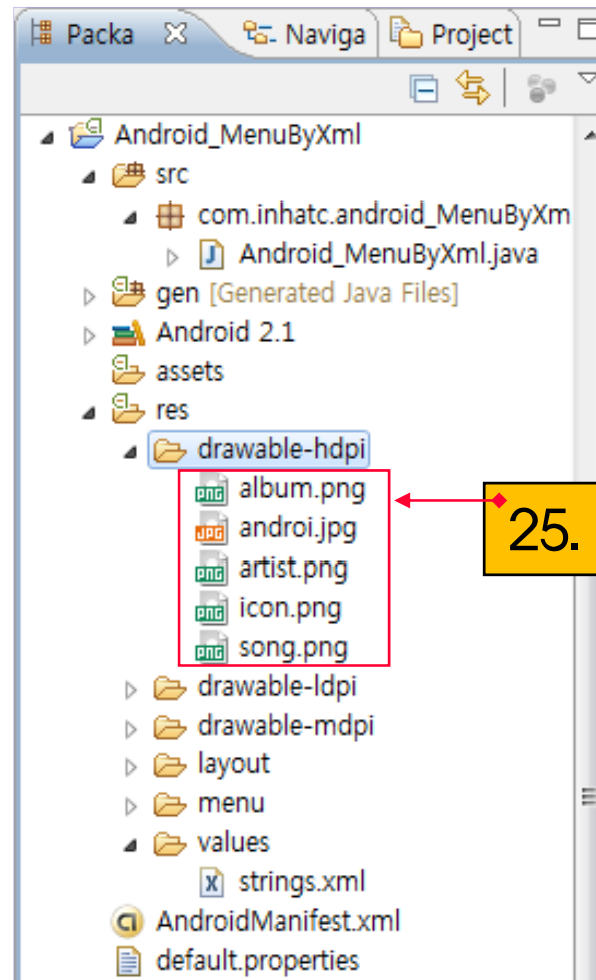
◆ Artist.png



◆ Song.png



◆ Androi.jpg



25. Image 파일 import 확인





XML을 이용한 Menu 구현 (14)

❖ R.java

```
R.java
1 /* AUTO-GENERATED FILE. DO NOT MODIFY.
7
8 package com.inhatc.android_Menu;
9
10 public final class R {
11     public static final class attr {
12     }
13     public static final class drawable {
14         public static final int album=0x7f020000;
15         public static final int androi=0x7f020001;
16         public static final int artist=0x7f020002;
17         public static final int icon=0x7f020003;
18         public static final int song=0x7f020004;
19     }
20     public static final class id {
21         public static final int TextView01=0x7f050000;
22     }
23     public static final class layout {
24         public static final int main=0x7f030000;
25     }
26     public static final class string {
27         public static final int app_name=0x7f040001;
28         public static final int hello=0x7f040000;
29     }
30 }
```

26. drawable, id 클래스 변수 추가 확인



XML을 이용한 Menu 구현 (15)

❖ onCreate() Method 구현

```
Android_MenuByXml.java
1 package com.inhatc.android_MenuByXml;
2
3 import android.app.Activity;
4
14
15 public class Android_MenuByXml extends Activity {
16
17     TextView objTxtView; //TextView 객체 선언
18
19     @Override
20     public void onCreate(Bundle savedInstanceState) {
21         super.onCreate(savedInstanceState);
22         setContentView(R.layout.main);
23
24         objTxtView = (TextView) findViewById(R.id.TextView01);
25
26         //Context menu 제공
27         registerForContextMenu(objTxtView);
28     }
29 }
```

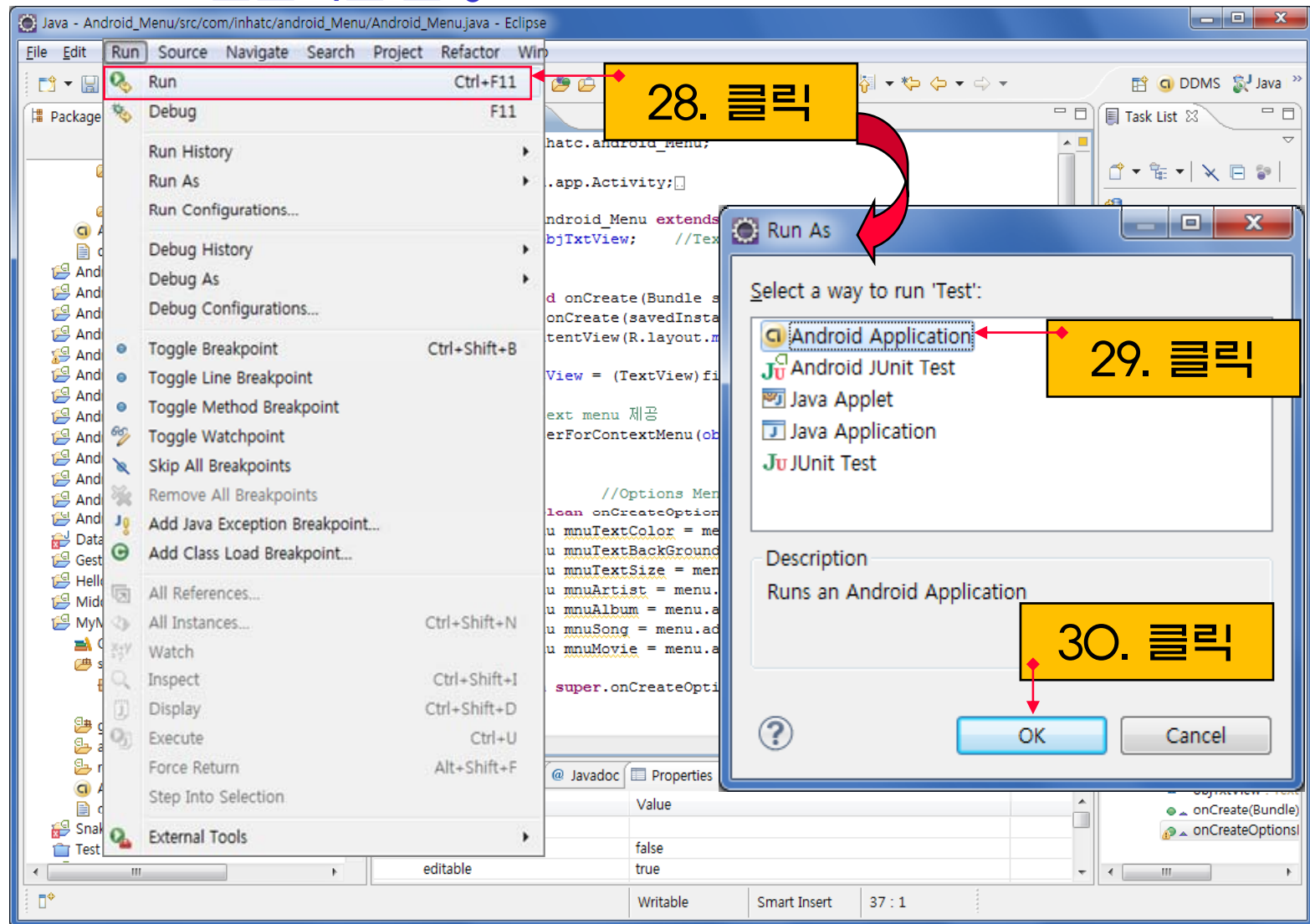
27. Coding





XML을 이용한 Menu 구현 (16)

❖ Android 프로젝트 실행





XML을 이용한 Menu 구현 (17)

❖ 실행 결과





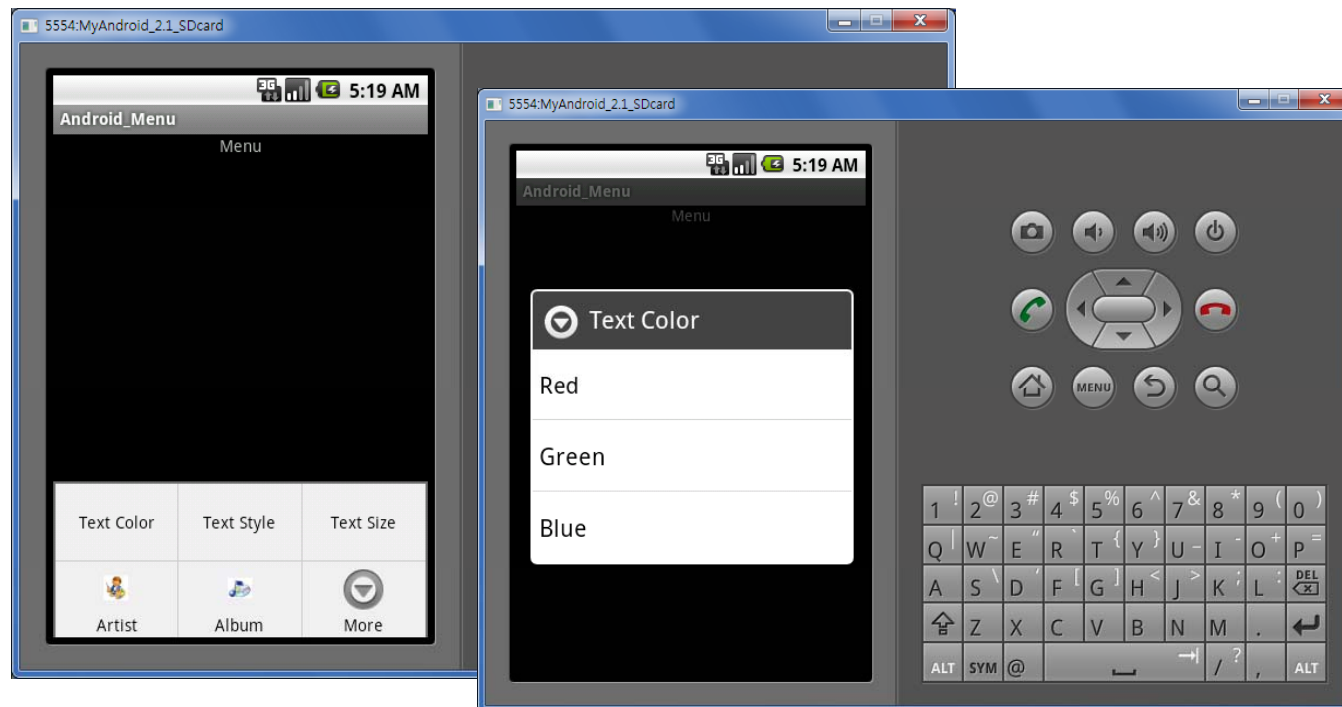
실습 I : XML을 이용한 Options Menu 구현

■ Android_MenuByXml (실습 시간 : 30분)

❖ options_menu.xml 파일을 이용하여 아래 그림과 같이 SubMenu와 Menu Item Event Handler를 구현하시오.

◆ options_menu.xml 작성

◆ SubMenu Item Click Event Handler 구현





XML을 이용한 Options Menu 구현 (1)

■ Menu 폴더 생성

1. 마우스 오른쪽 버튼 클릭

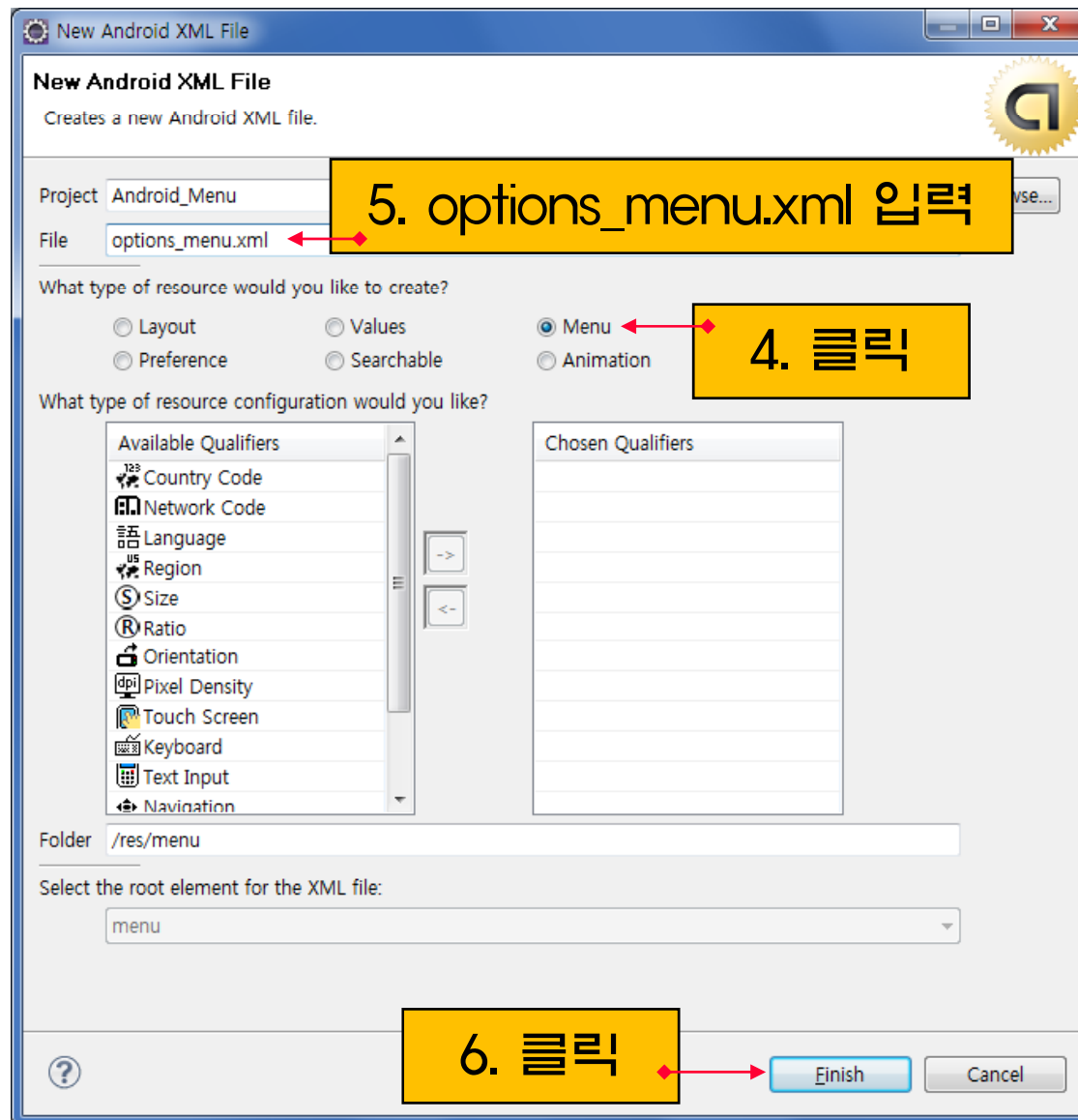
2. 클릭

3. 클릭

The image shows a sequence of three steps to create an Android XML File in an IDE. Step 1: A right-click is performed on the 'res' folder in the project tree. Step 2: The 'New' menu item is selected from the context menu. Step 3: The 'Android XML File' option is selected from the 'New' submenu.



XML을 이용한 Options Menu 구현 (2)





XML을 이용한 Options Menu 구현 (3)

Menu 설계

Menu Elements	ID		Order in ategory	Title
item01	@+id/item01			Text Color
	Sub-Menu	@+id/ID_COLOR_RED	1	Red
		@+id/ID_COLOR_GREEN	2	Green
		@+id/ID_STYLE_BLUE	3	Blue
item02	@+id/item02			Text Style
	Sub-Menu	@+id/ID_TEXT_NORMAL	1	Normal
		@+id/ID_TEXT_BOLD	2	Bold
		@+id/ID_TEXT_ITALIC	3	Italic
item03	@+id/item03			Text Size
	Sub-Menu	@+id/ID_TEXTSIZE_10P	1	10 Pt
		@+id/ID_TEXTSIZE_18P	2	18 Pt
		@+id/ID_TEXTSIZE_24P	3	24 Pt
Item04	@+id/item04			Artist
Item05	@+id/item05			Album
Item06	@+id/item06			Song
item07	@+id/item07			Movie

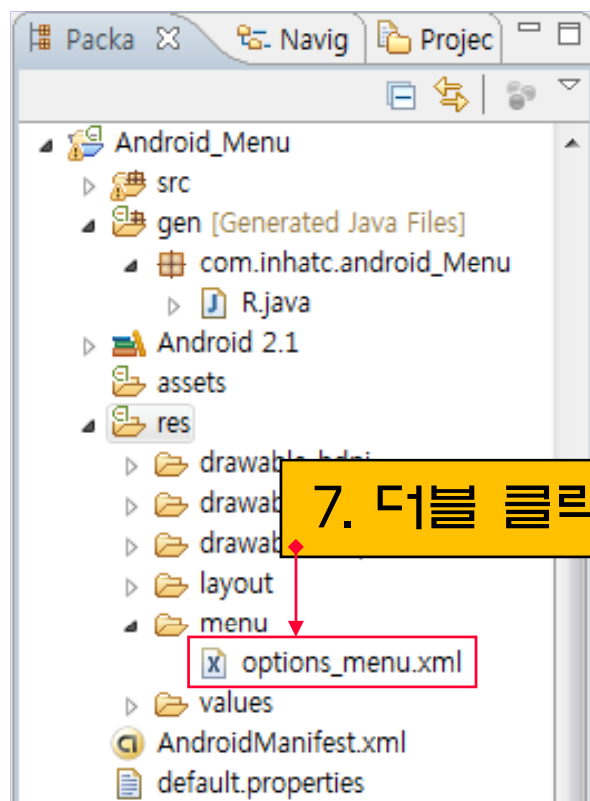




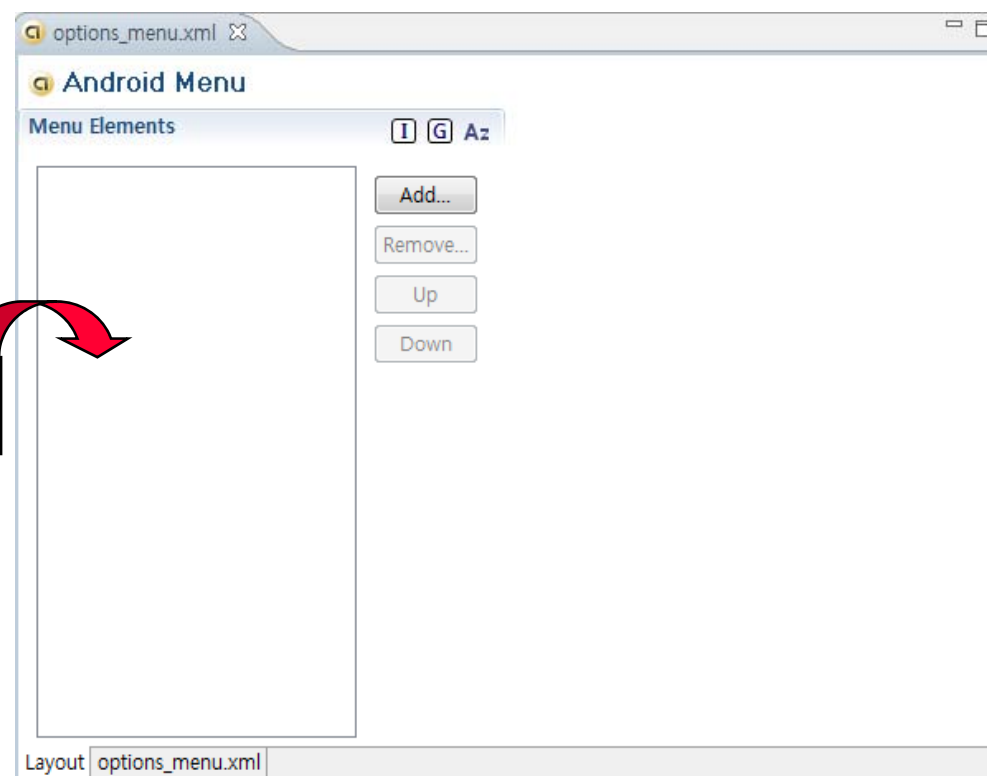
XML을 이용한 Options Menu 구현 (4)

■ XML 파일 작성

❖ Options_menu.xml



7. 더블 클릭





XML을 이용한 Options Menu 구현 (5)

Menu 작성

options_menu.xml

Android Menu

Menu Elements

Add... Remove... Up Down

8. 클릭

Create a new element at the top level, in Menu.

Group Item

9. 클릭

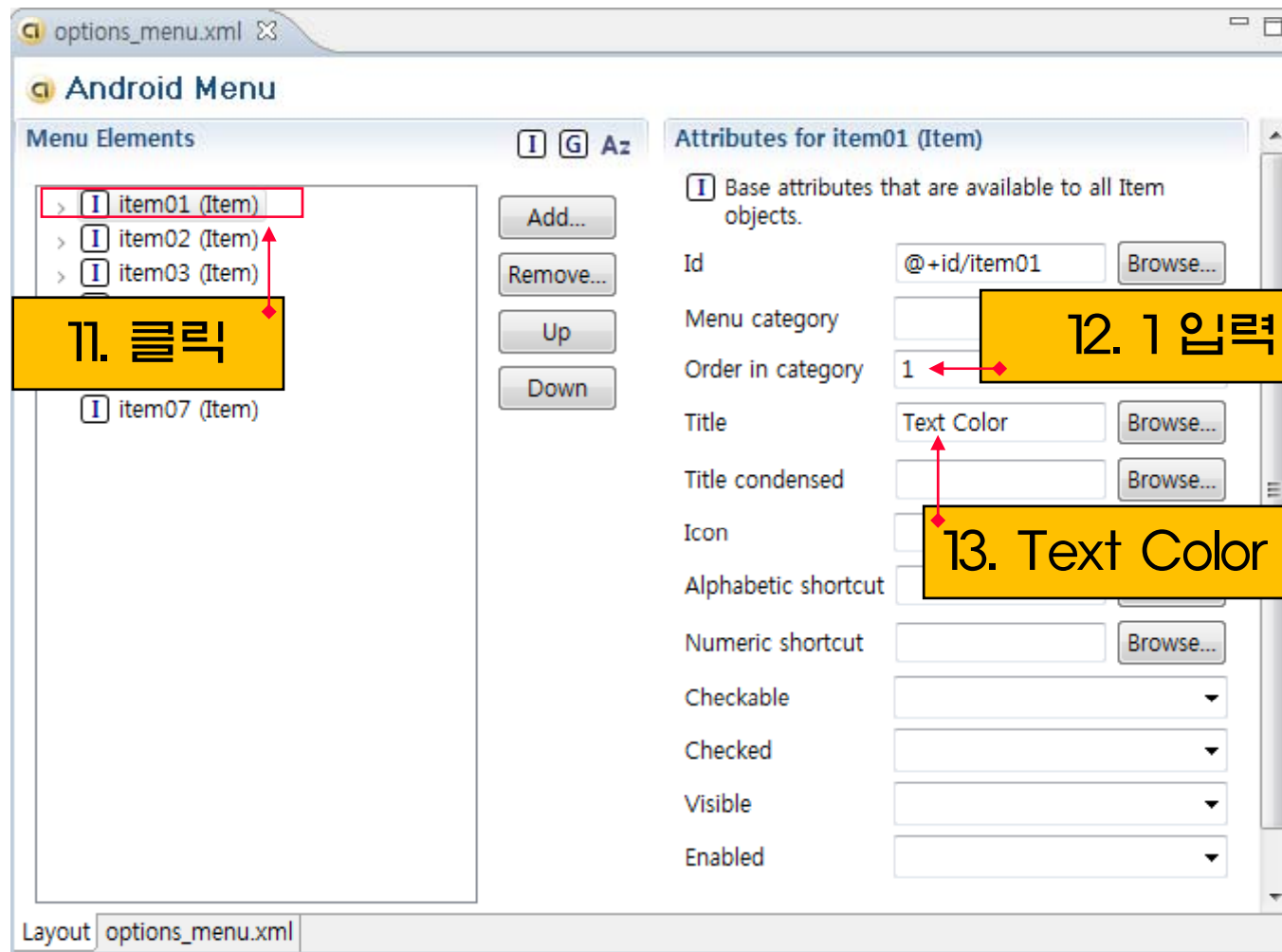
10. 클릭

OK Cancel



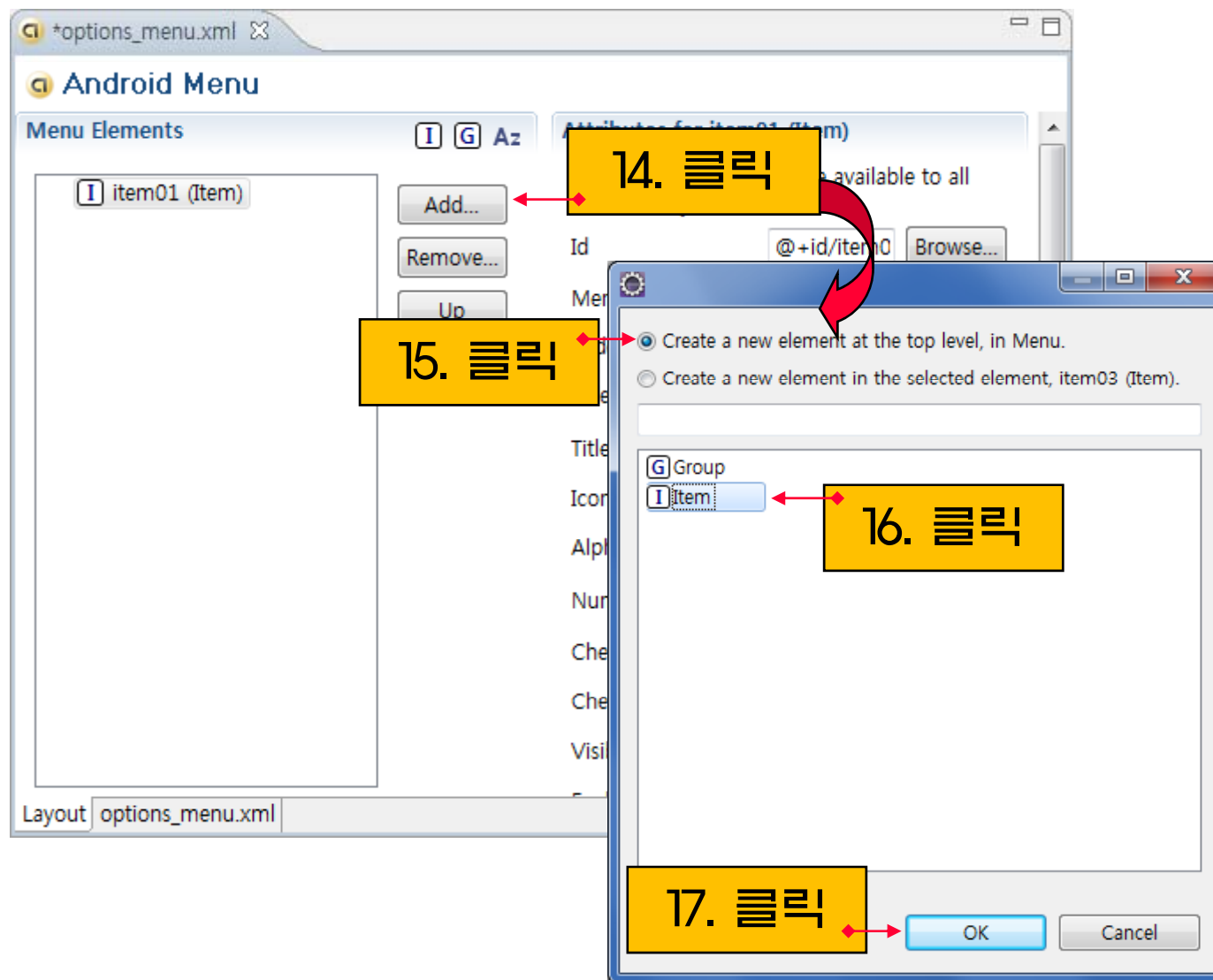
XML을 이용한 Options Menu 구현 (6)

❖ Item 설정





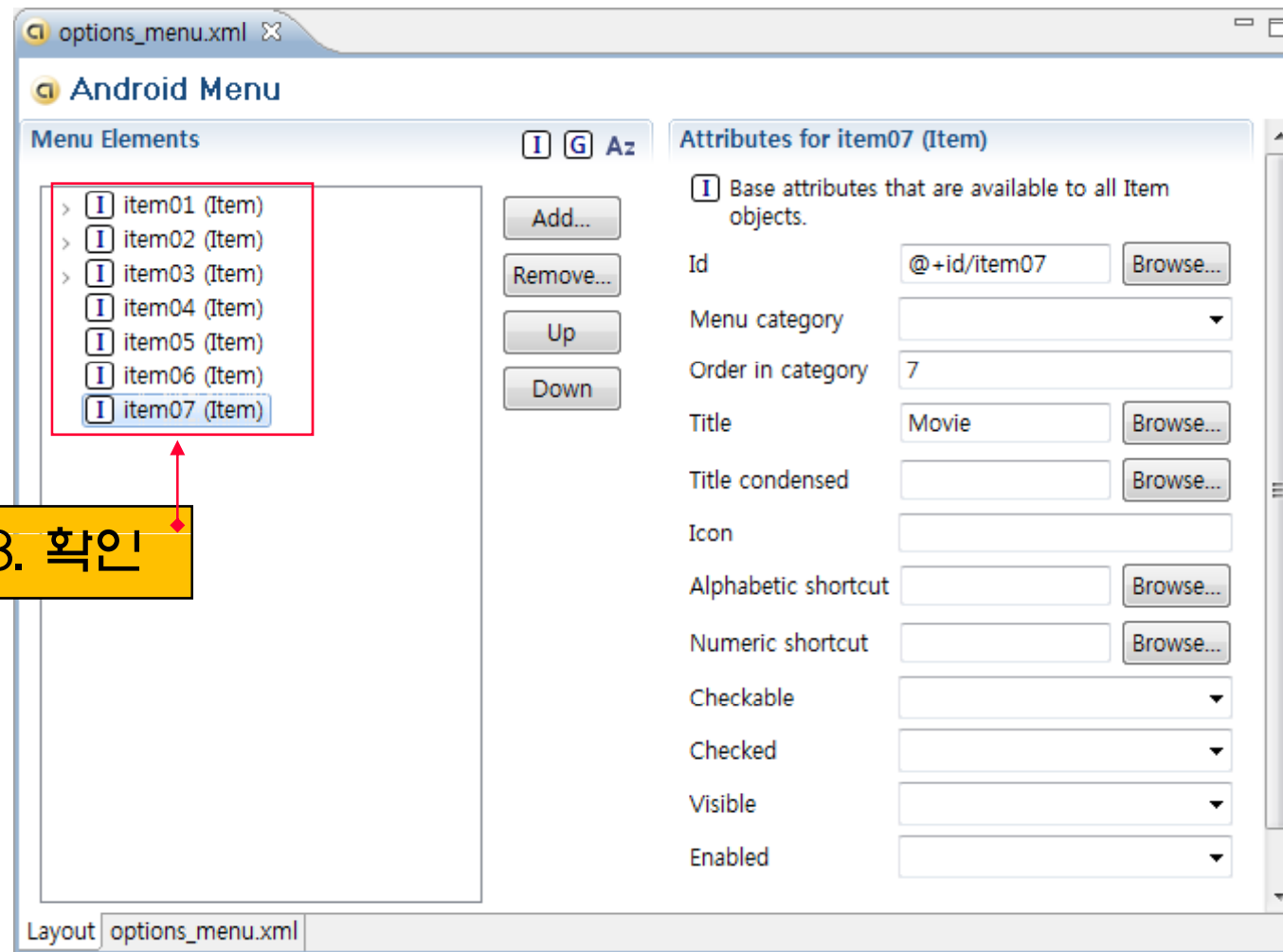
XML을 이용한 Options Menu 구현 (7)





XML을 이용한 Options Menu 구현 (8)

❖ Main메뉴 생성 완료



18. 확인!



XML을 이용한 Options Menu 구현 (9)

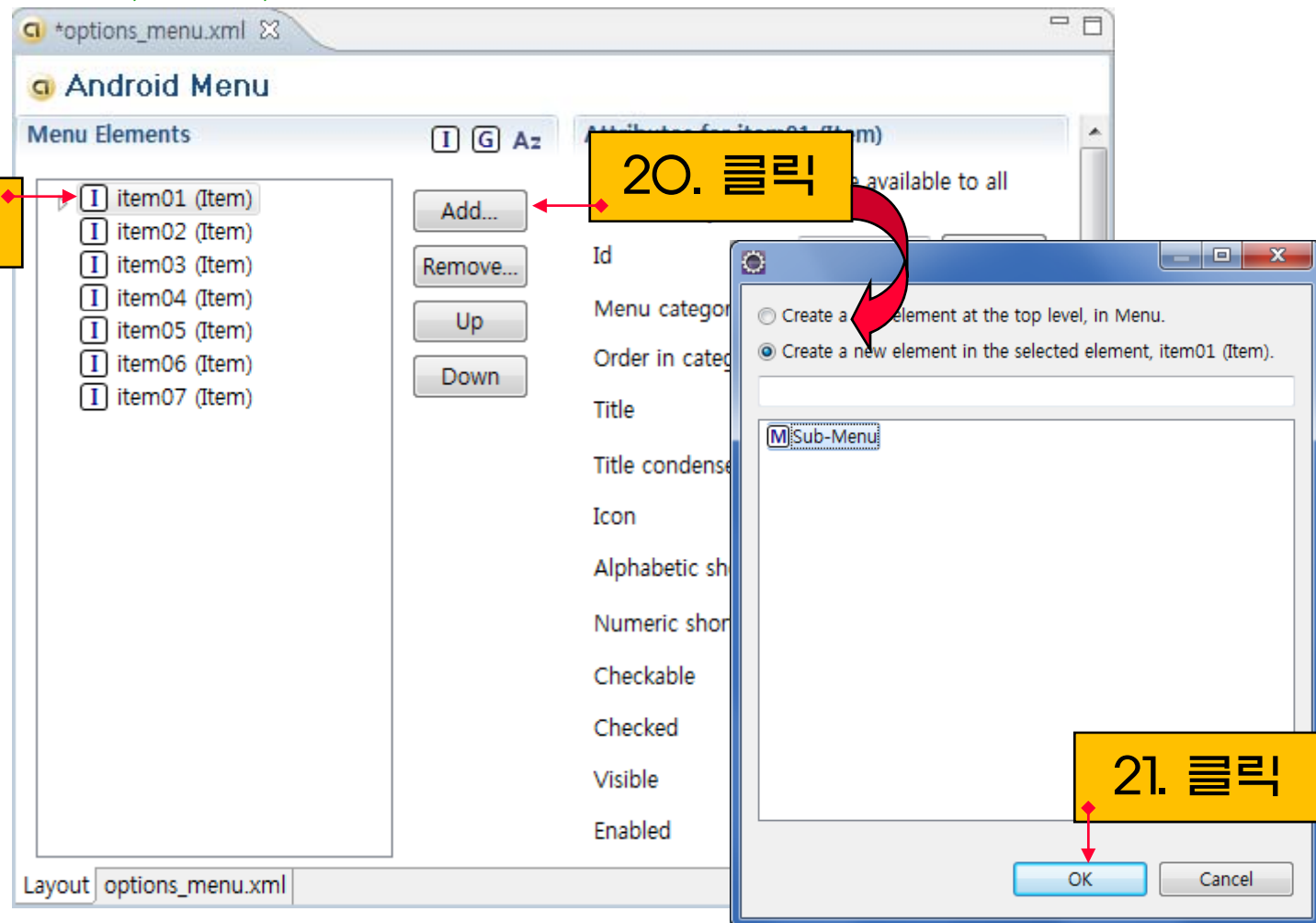
❖ SubMenu 생성

◆ Red, Green, Blue

19. 클릭

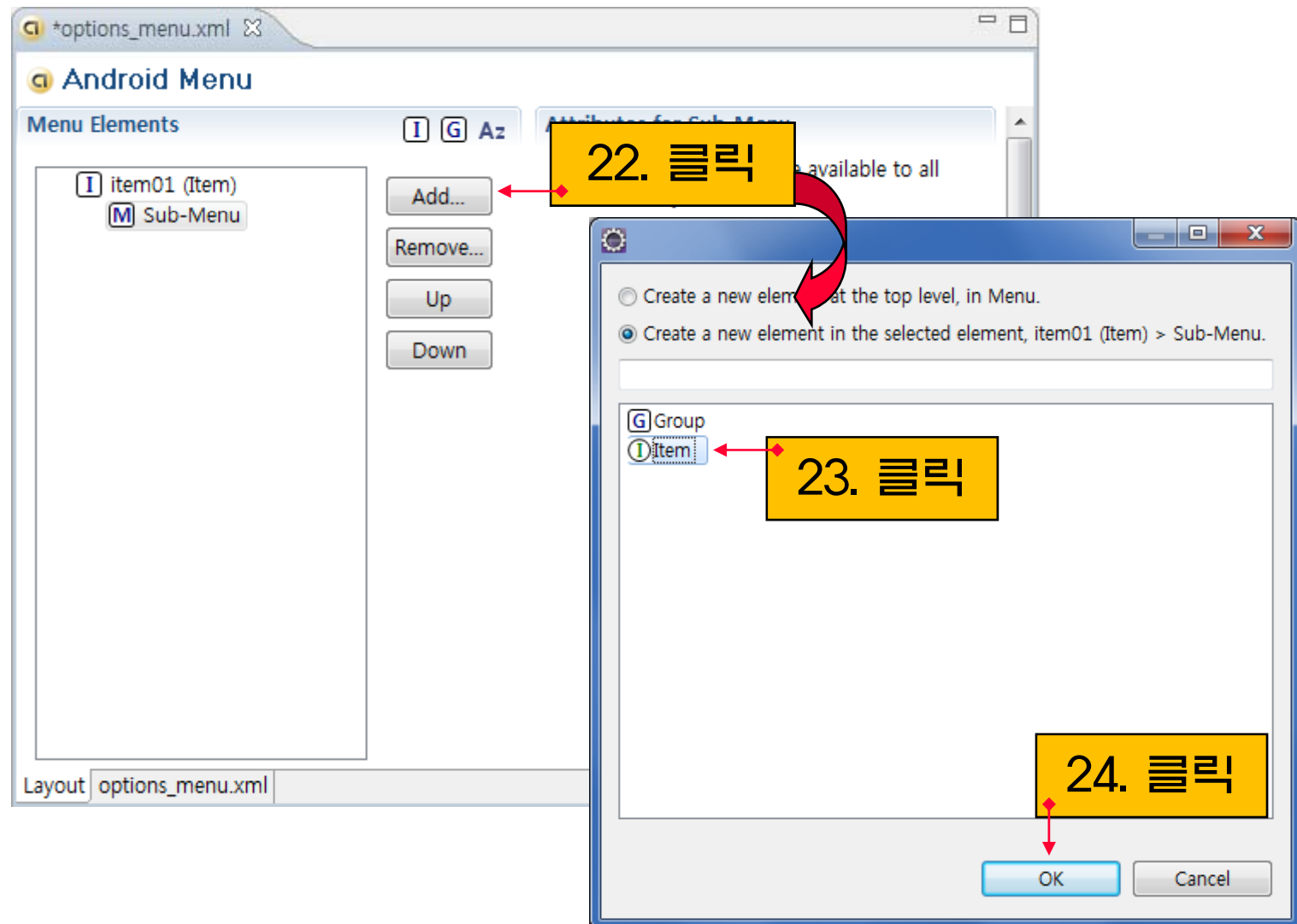
20. 클릭

21. 클릭



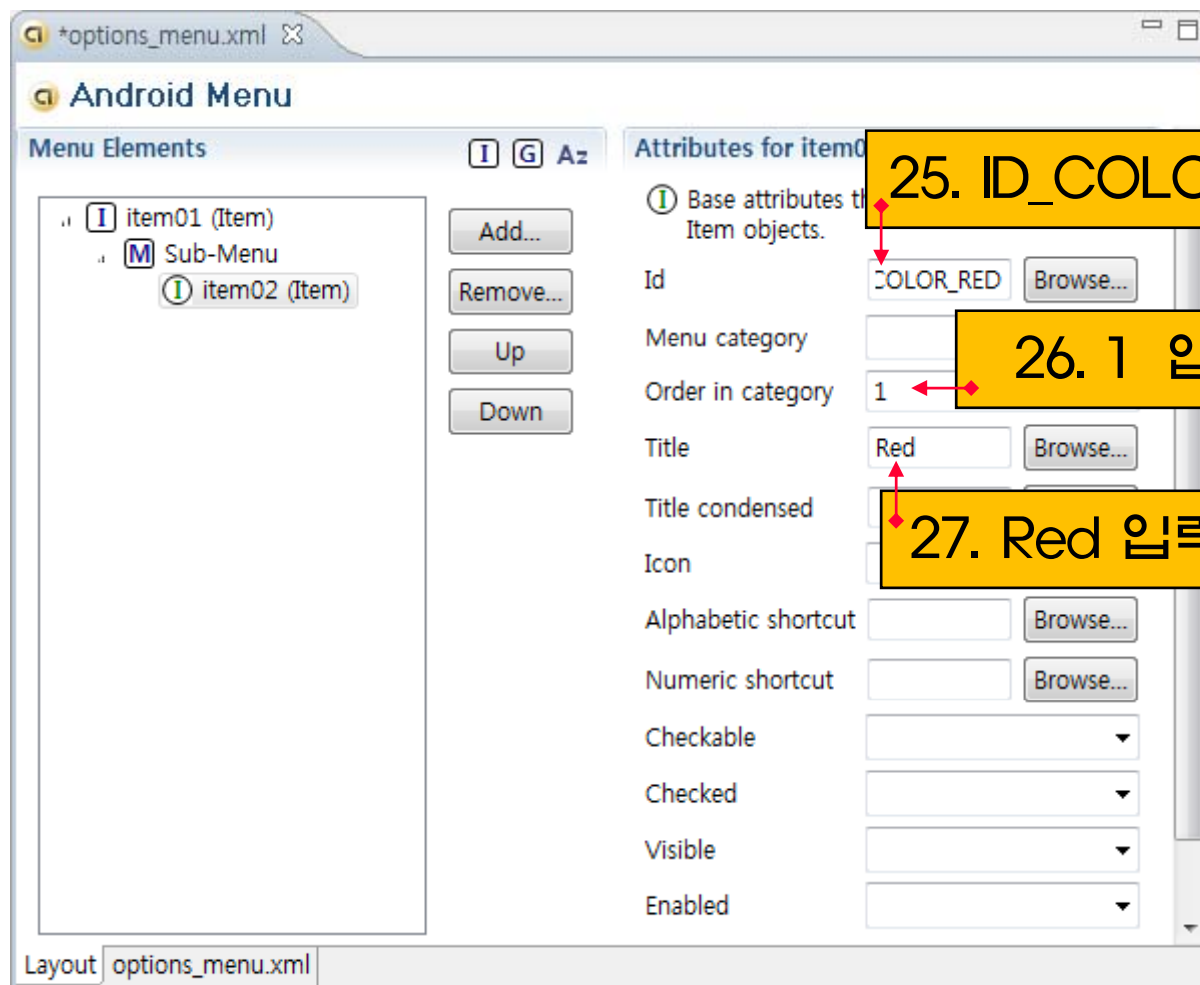


XML을 이용한 Options Menu 구현 (10)





XML을 이용한 Options Menu 구현 (11)



25. ID_COLOR_RED 입력

26. 1 입력

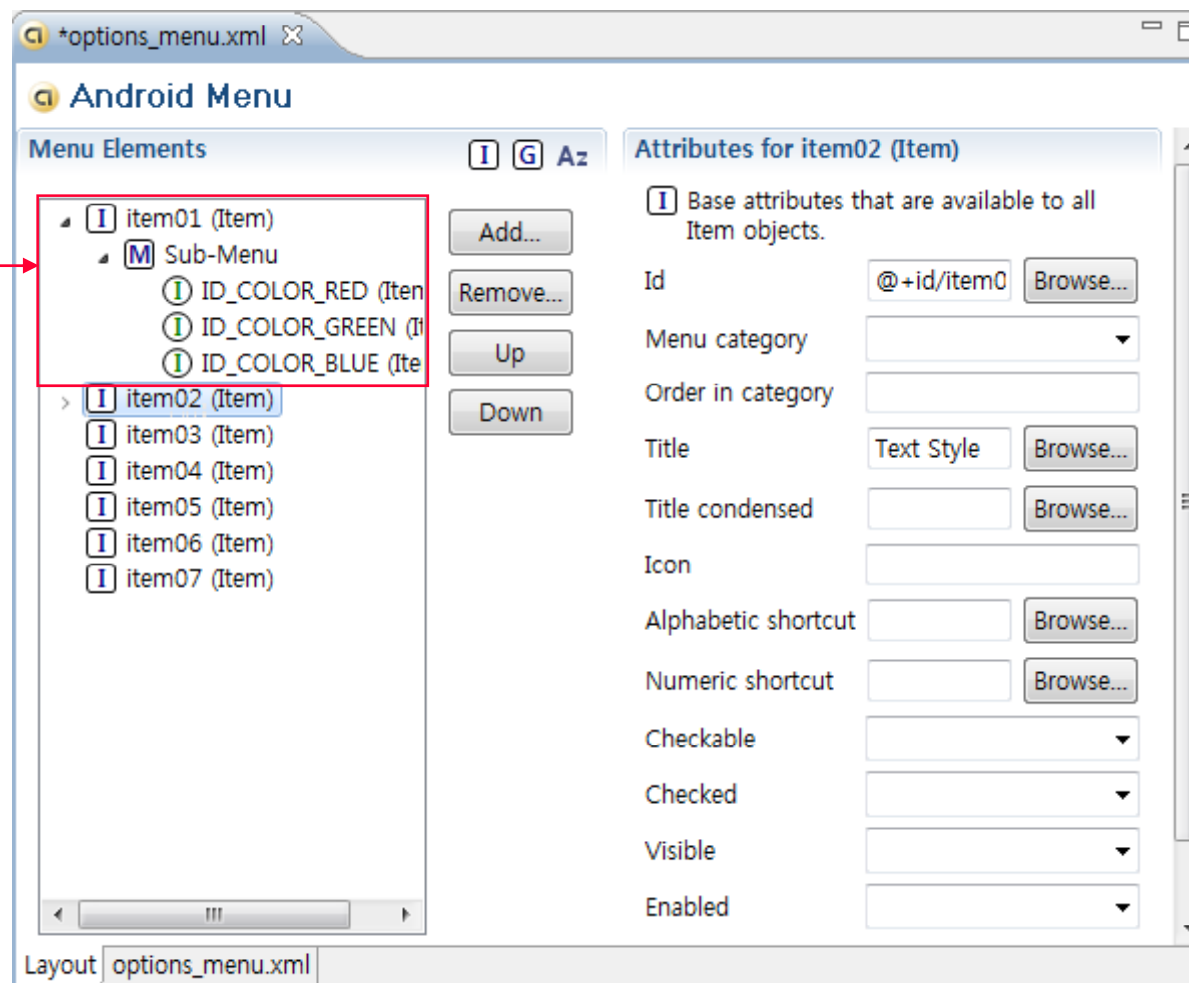
27. Red 입력



XML을 이용한 Options Menu 구현 (12)

❖ Text Color 메뉴 생성 완료

28. 확인





XML을 이용한 Options Menu 구현 (13)

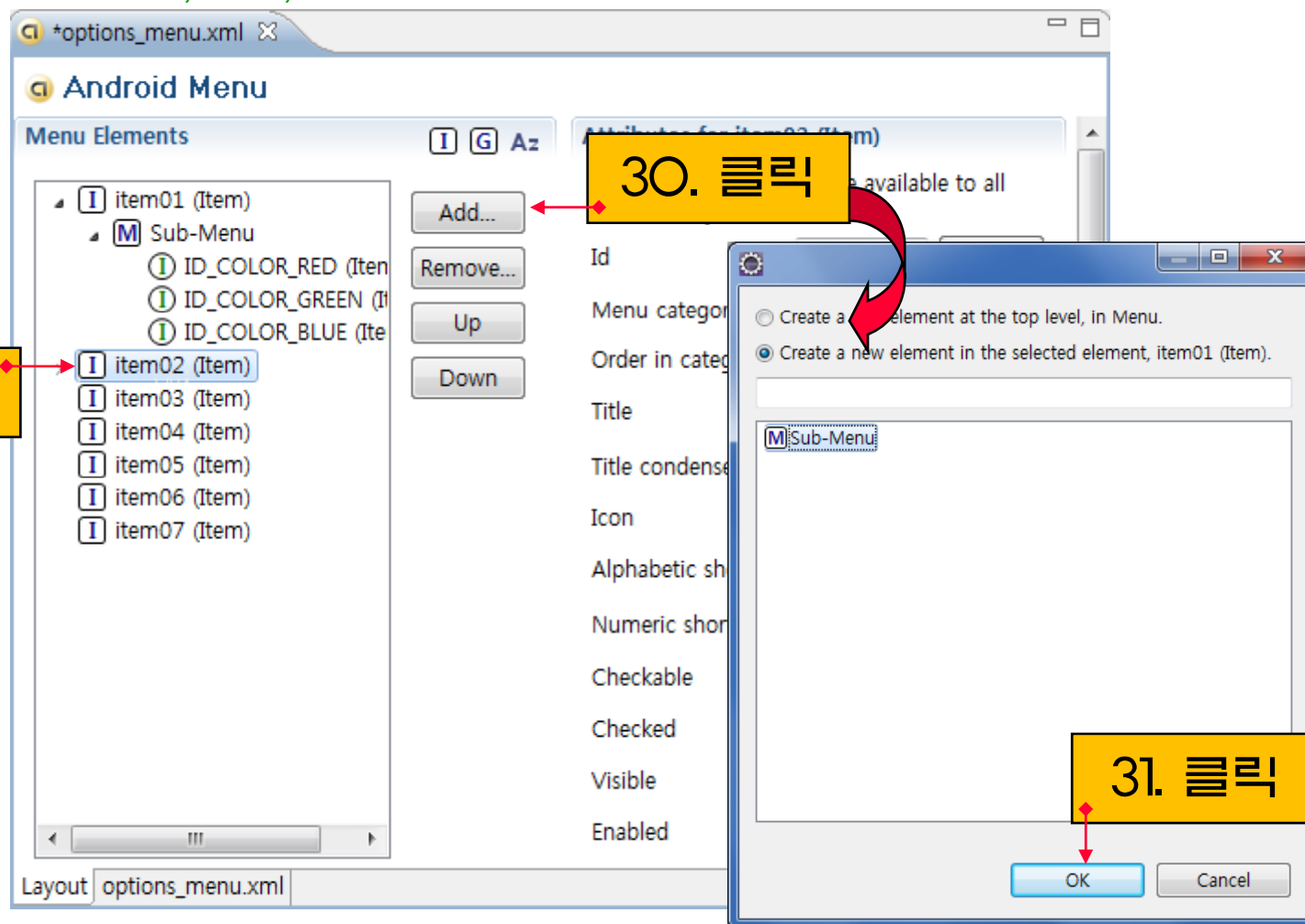
❖ Text Style SubMenu 생성

◆ Normal, Bold, Italic

29. 클릭

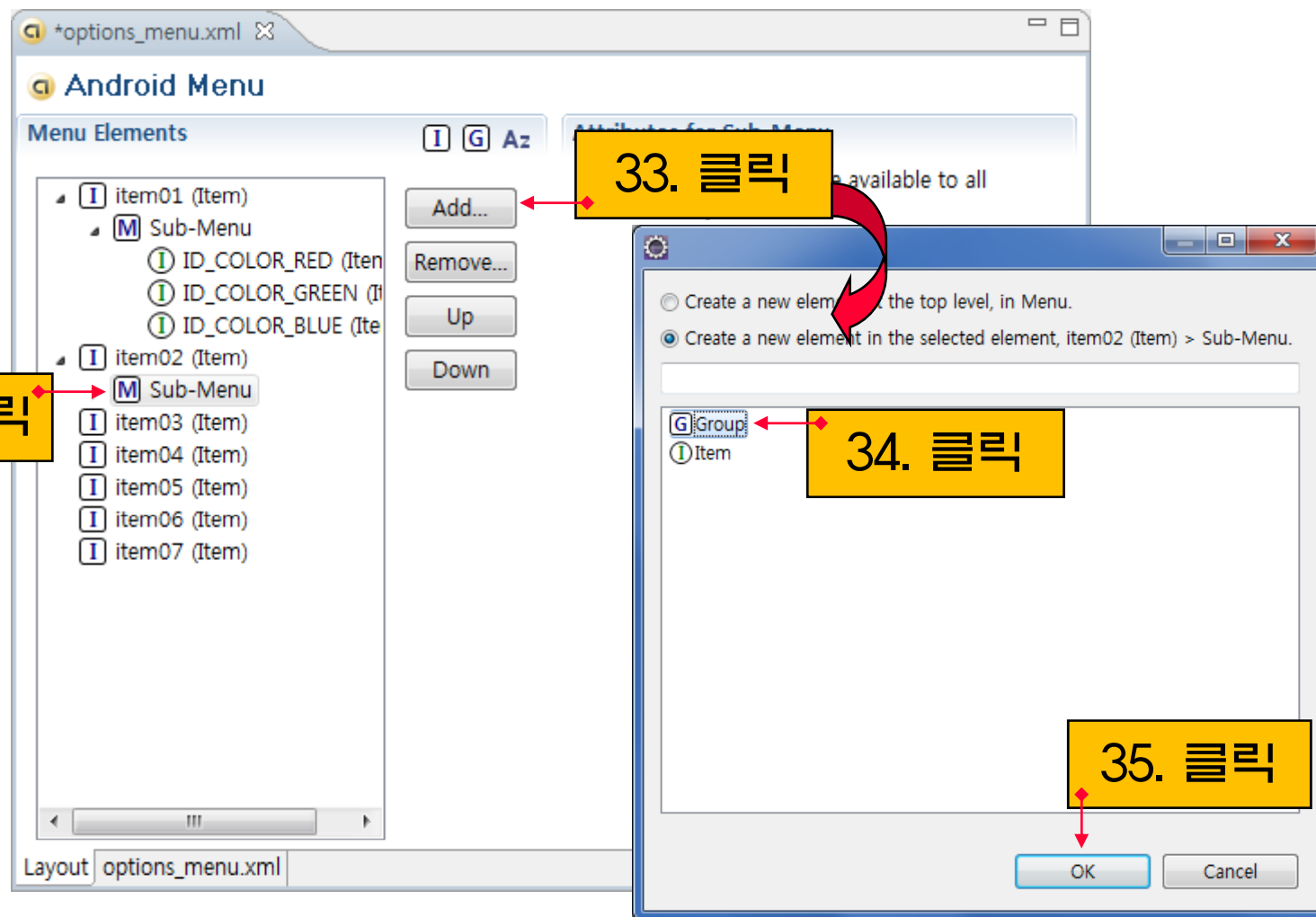
30. 클릭

31. 클릭





XML을 이용한 Options Menu 구현 (14)

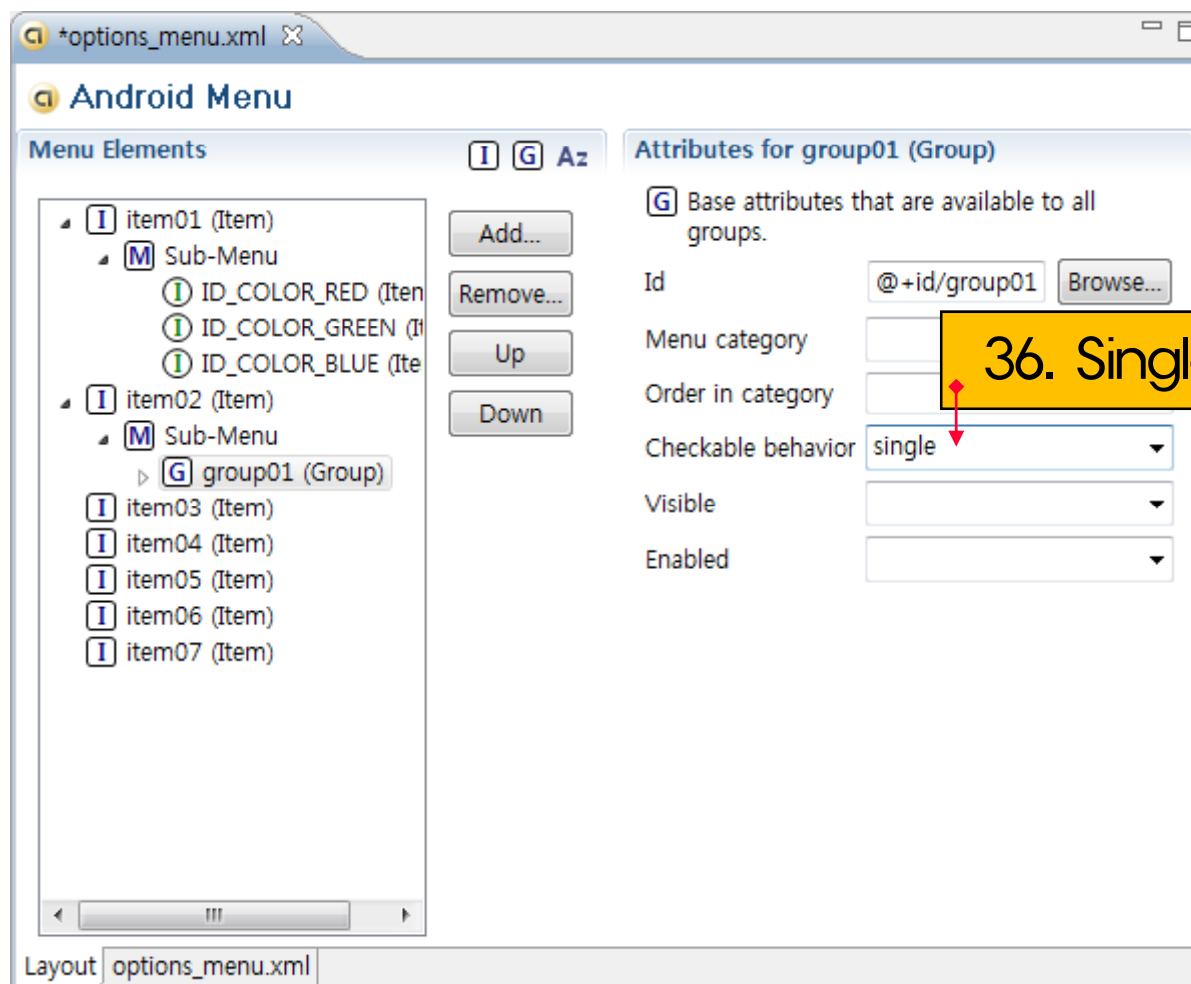




XML을 이용한 Options Menu 구현 (15)

❖ Group 편집

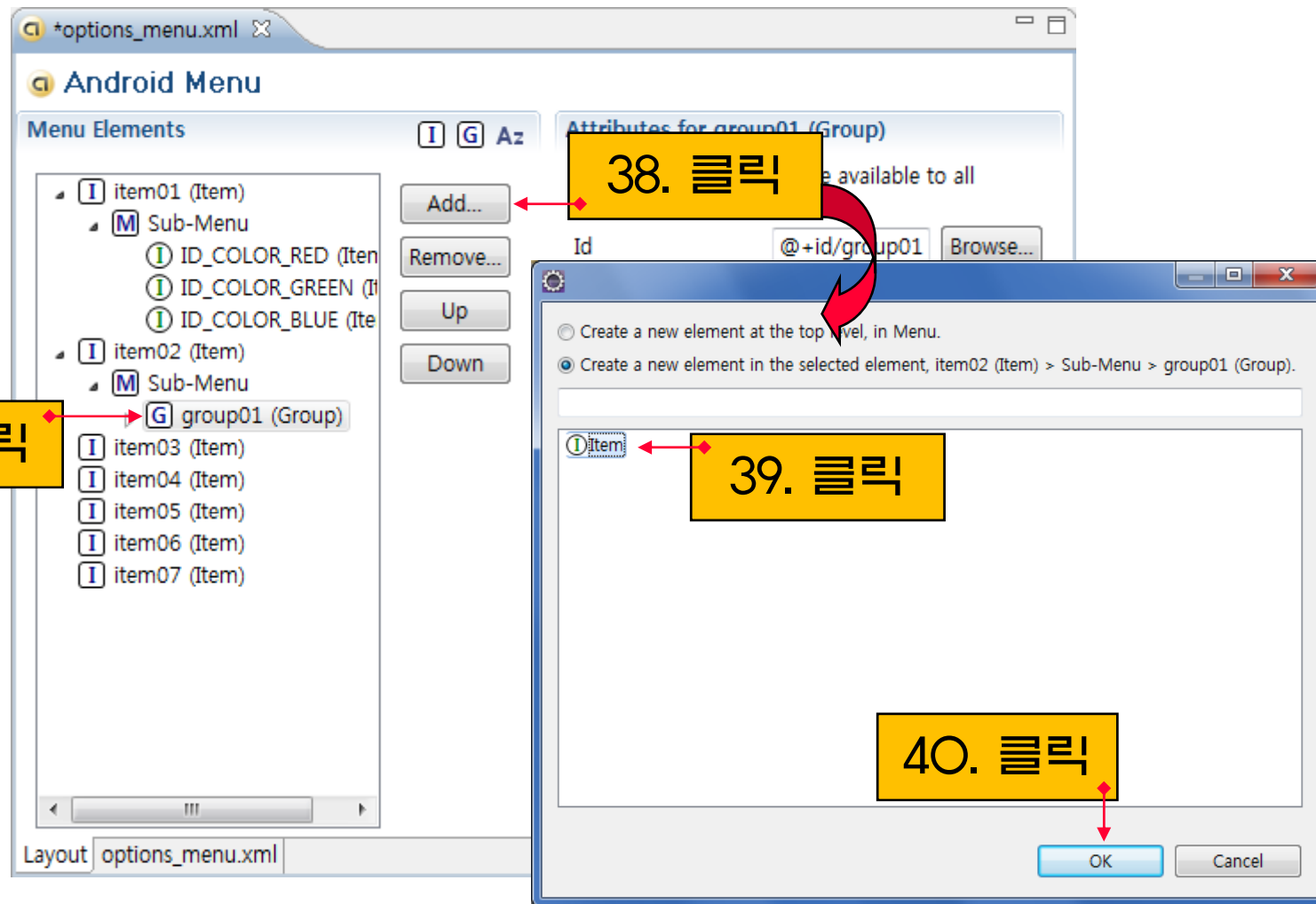
◆ Checkable behavior : true



36. Single 선택



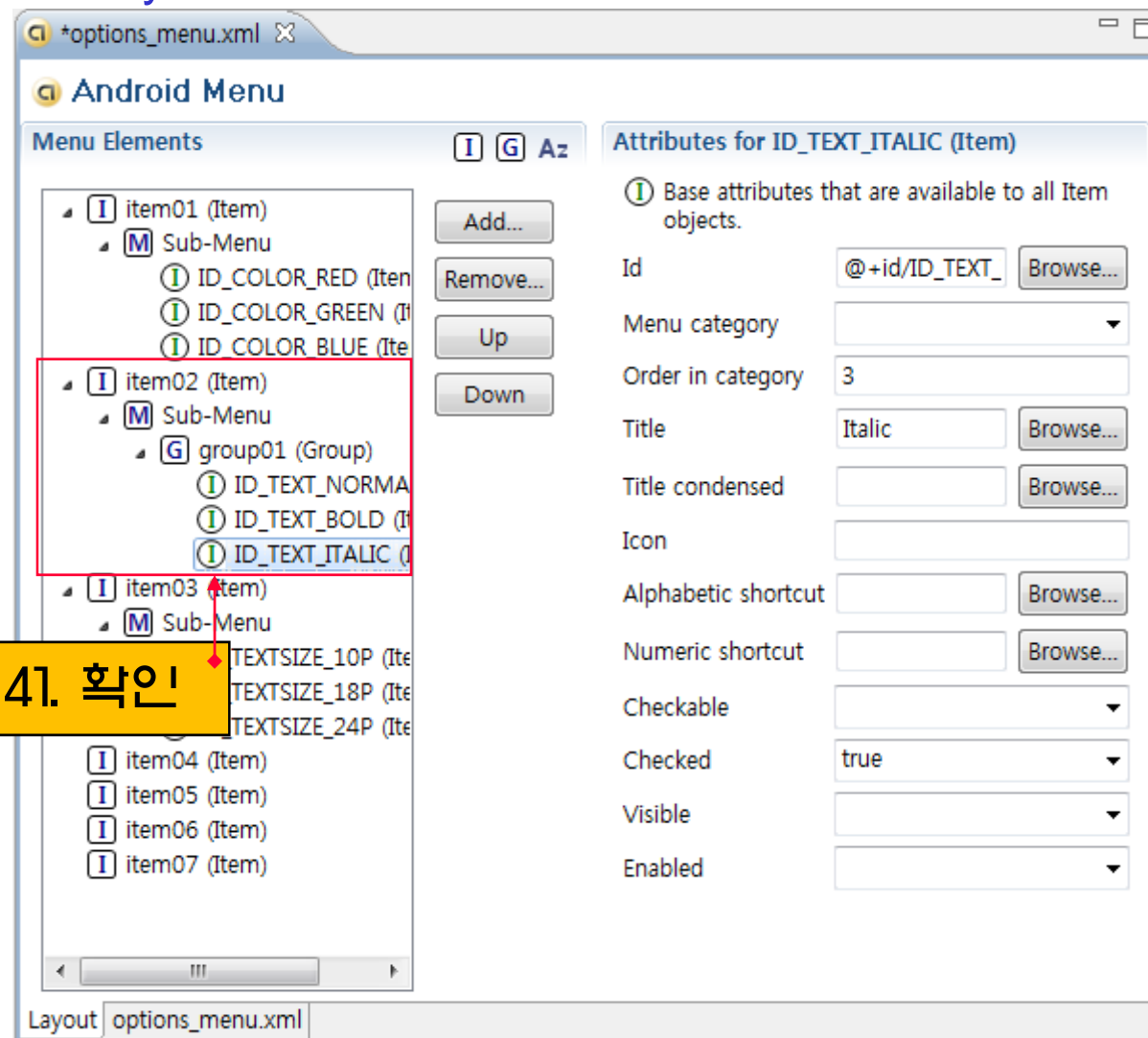
XML을 이용한 Options Menu 구현 (16)





XML을 이용한 Options Menu 구현 (17)

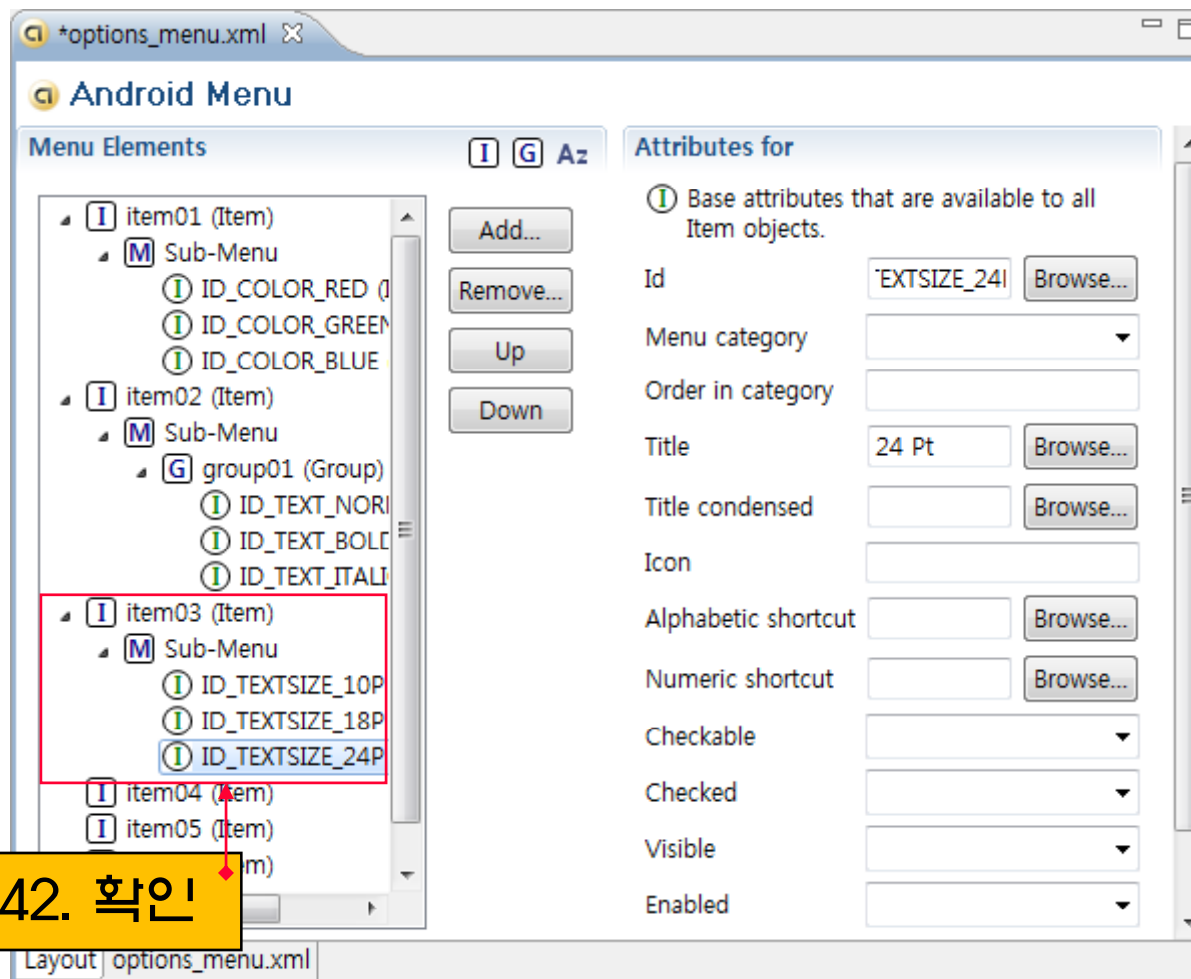
❖ Text Style 메뉴 생성 완료





XML을 이용한 Options Menu 구현 (18)

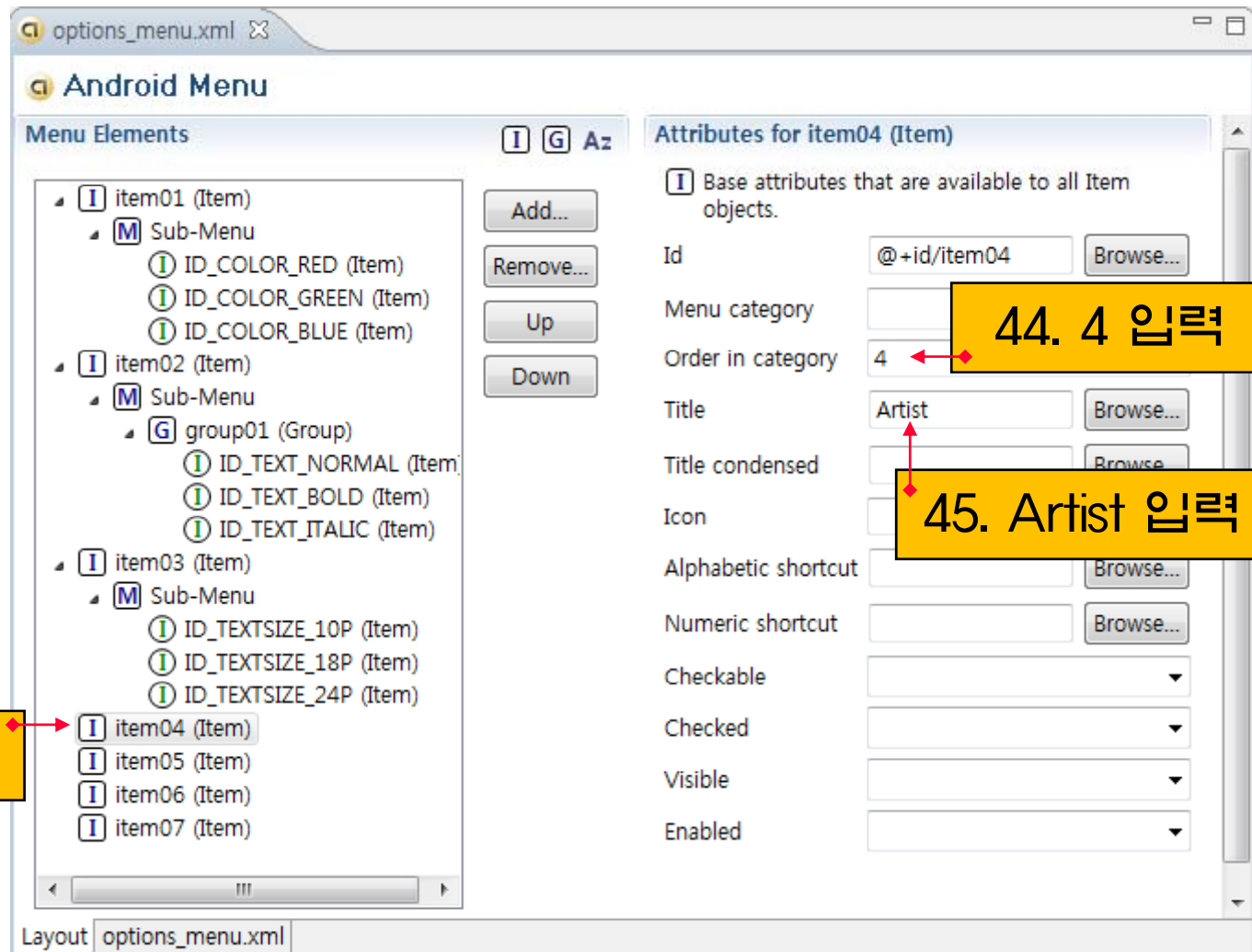
❖ Text Size 메뉴 생성 완료





XML을 이용한 Options Menu 구현 (19)

❖ Artist 메뉴 생성 완료



43. 클릭

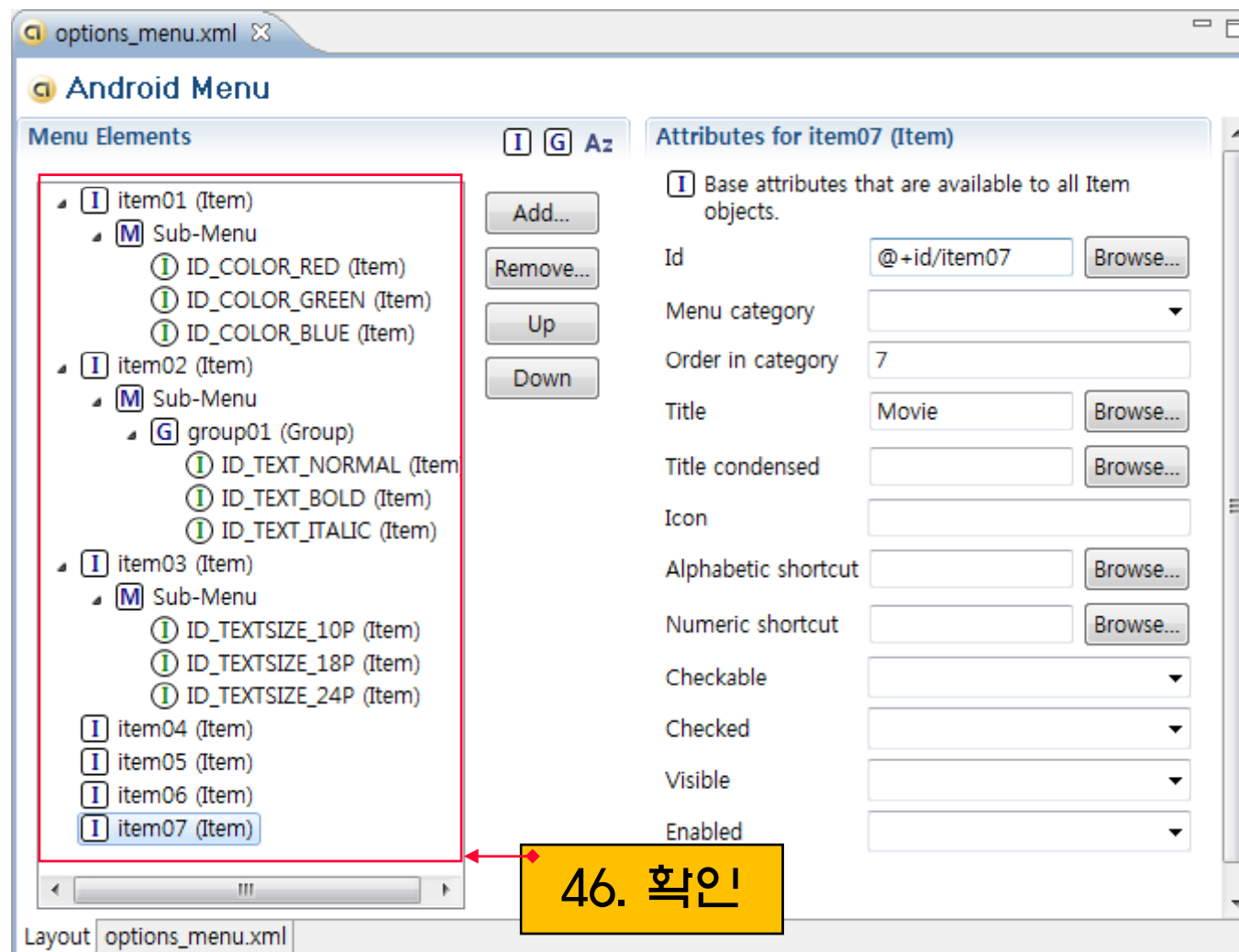
44. 4 입력

45. Artist 입력



XML을 이용한 Options Menu 구현 (20)

❖ Options_menu.xml 생성 완료





XML을 이용한 Options Menu 구현 (21)

❖ Options_menu.xml

◆ Text Color 메뉴

```
options_menu.xml X
1<?xml version="1.0" encoding="utf-8"?>
2<menu
3  xmlns:android="http://schemas.android.com/apk/res/android">
4  <item
5      android:id="@+id/item01"
6      android:title="Text Color"
7      android:orderInCategory="1">
8      <menu>
9          <item
10             android:title="Red"
11             android:orderInCategory="1"
12             android:id="@+id/ID_COLOR_RED">
13         </item>
14         <item
15             android:title="Green"
16             android:orderInCategory="2"
17             android:id="@+id/ID_COLOR_GREEN">
18         </item>
19         <item
20             android:title="Blue"
21             android:orderInCategory="3"
22             android:id="@+id/ID_COLOR_BLUE">
23         </item>
24     </menu>
25 </item>
```

47. 확인





XML을 이용한 Options Menu 구현 (22)

◆ Text Style 메뉴

```
options_menu.xml X
26 <item
27     android:id="@+id/item02"
28     android:title="Text Style"
29     android:orderInCategory="2">
30     <menu>
31         <group
32             android:id="@+id/group01"
33             android:checkableBehavior="single">
34             <item
35                 android:title="Normal"
36                 android:orderInCategory="1"
37                 android:id="@+id/ID_TEXT_NORMAL"
38                 android:checked="true">
39             </item>
40             <item
41                 android:title="Bold"
42                 android:orderInCategory="2"
43                 android:id="@+id/ID_TEXT_BOLD"
44                 android:checked="true">
45             </item>
46             <item
47                 android:title="Italic"
48                 android:orderInCategory="3"
49                 android:id="@+id/ID_TEXT_ITALIC"
50                 android:checked="true">
51             </item>
52         </group>
53     </menu>
54 </item>
```

48. 확인





XML을 이용한 Options Menu 구현 (23)

◆ Text Size 메뉴

```
options_menu.xml
55 <item
56     android:id="@+id/item03"
57     android:title="Text Size"
58     android:orderInCategory="3">
59     <menu>
60         <item
61             android:title="10 Pt"
62             android:id="@+id/ID_TEXTSIZE_10P">
63         </item>
64         <item
65             android:title="18 Pt"
66             android:id="@+id/ID_TEXTSIZE_18P">
67         </item>
68         <item
69             android:title="24 Pt"
70             android:id="@+id/ID_TEXTSIZE_24P">
71         </item>
72     </menu>
73 </item>
```

49. 확인





XML을 이용한 Options Menu 구현 (24)

- ◆ Artist 메뉴
- ◆ Album 메뉴
- ◆ Song 메뉴
- ◆ Movie 메뉴

```
options_menu.xml
74 <item
75     android:title="Artist"
76     android:id="@+id/item04"
77     android:orderInCategory="4">
78 </item>
79 <item
80     android:title="Album"
81     android:id="@+id/item05"
82     android:orderInCategory="5">
83 </item>
84 <item
85     android:title="Song"
86     android:id="@+id/item06"
87     android:orderInCategory="6">
88 </item>
89 <item
90     android:title="Movie"
91     android:id="@+id/item07"
92     android:orderInCategory="7">
93 </item>
94</menu>
```

50. 확인





XML을 이용한 Options Menu 구현 (25)

R.java 파일 확인

51. 확인

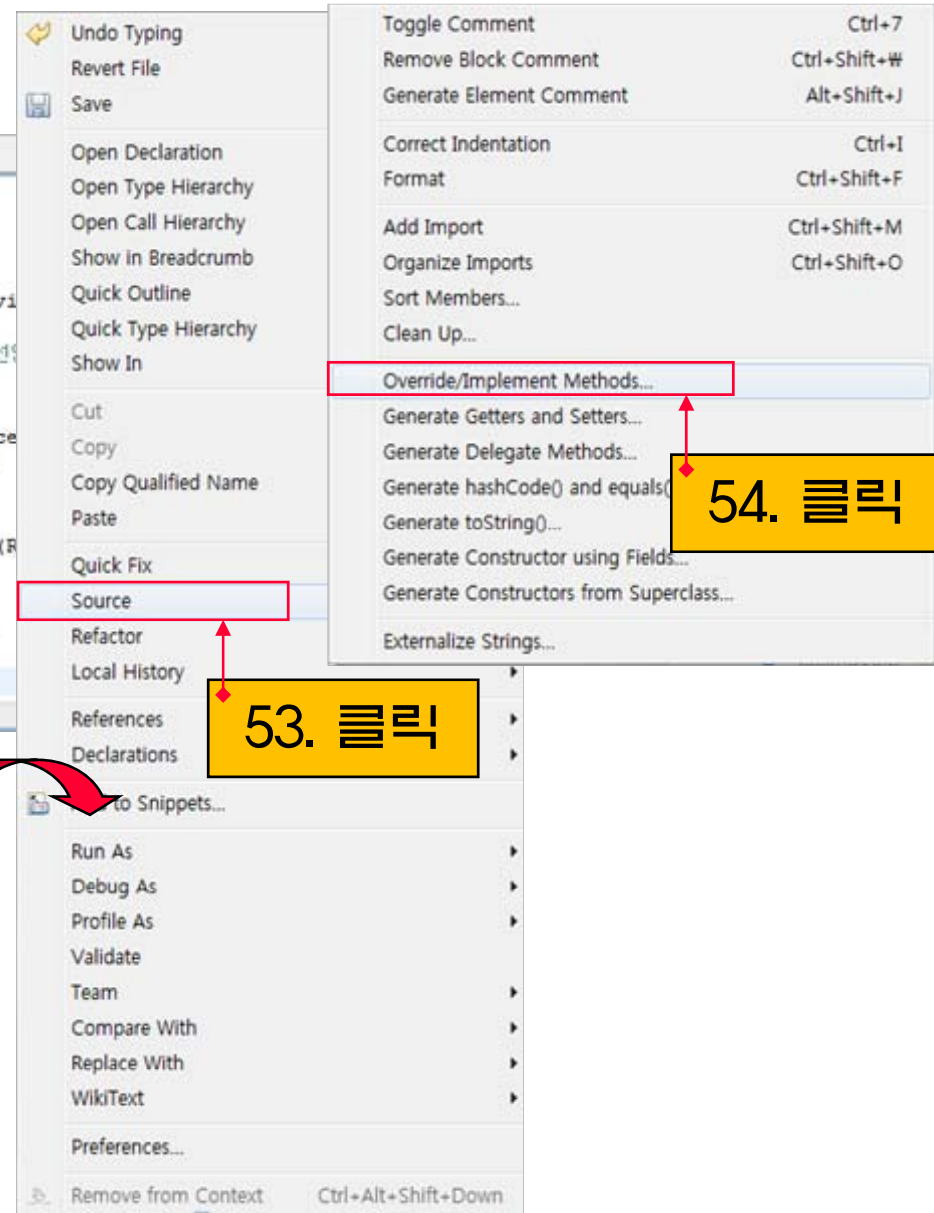
```
*R.java
10 /* AUTO-GENERATED FILE. DO NOT MODIFY.
7
8 package com.inhatc.android_Menu;
9 public final class R {
10     public static final class attr {
11     }
12     public static final class drawable {
13         public static final int album=0x7f020000;
14         public static final int android=0x7f020001;
15         public static final int artist=0x7f020002;
16         public static final int icon=0x7f020003;
17         public static final int song=0x7f020004;
18     }
19     public static final class id {
20         public static final int ID_COLOR_BLUE=0x7f060004;
21         public static final int ID_COLOR_GREEN=0x7f060003;
22         public static final int ID_COLOR_RED=0x7f060002;
23         public static final int ID_TEXTSIZE_10P=0x7f06000b;
24         public static final int ID_TEXTSIZE_18P=0x7f06000c;
25         public static final int ID_TEXTSIZE_24P=0x7f06000d;
26         public static final int ID_TEXT_BOLD=0x7f060008;
27         public static final int ID_TEXT_ITALIC=0x7f060009;
28         public static final int ID_TEXT_NORMAL=0x7f060007;
29         public static final int TextView01=0x7f060000;
30         public static final int group01=0x7f060006;
31         public static final int item01=0x7f060001;
32         public static final int item02=0x7f060005;
33         public static final int item03=0x7f06000a;
34         public static final int item04=0x7f06000e;
35         public static final int item05=0x7f06000f;
36         public static final int item06=0x7f060010;
37         public static final int item07=0x7f060011;
38     }
39     public static final class layout {
40         public static final int main=0x7f030000;
41     }
42     public static final class menu {
43         public static final int context_menu=0x7f050000;
44         public static final int options_menu=0x7f050001;
45     }
}
```



XML을 이용한 Options Menu 구현 (26)

❖ override Method 추가

```
*Android_MenuByXml.java
1 package com.inhatc.android_MenuByXml;
2
3 import android.app.Activity;
14
15 public class Android_MenuByXml extends Activity {
16
17     TextView objTxtView; //TextView 객체 선언
18
19     @Override
20     public void onCreate(Bundle savedInstanceState) {
21         super.onCreate(savedInstanceState);
22         setContentView(R.layout.main);
23
24         objTxtView = (TextView) findViewById(R.id.txtView);
25
26         //Context menu 제공
27         registerForContextMenu(objTxtView);
28
29     }
30 }
```



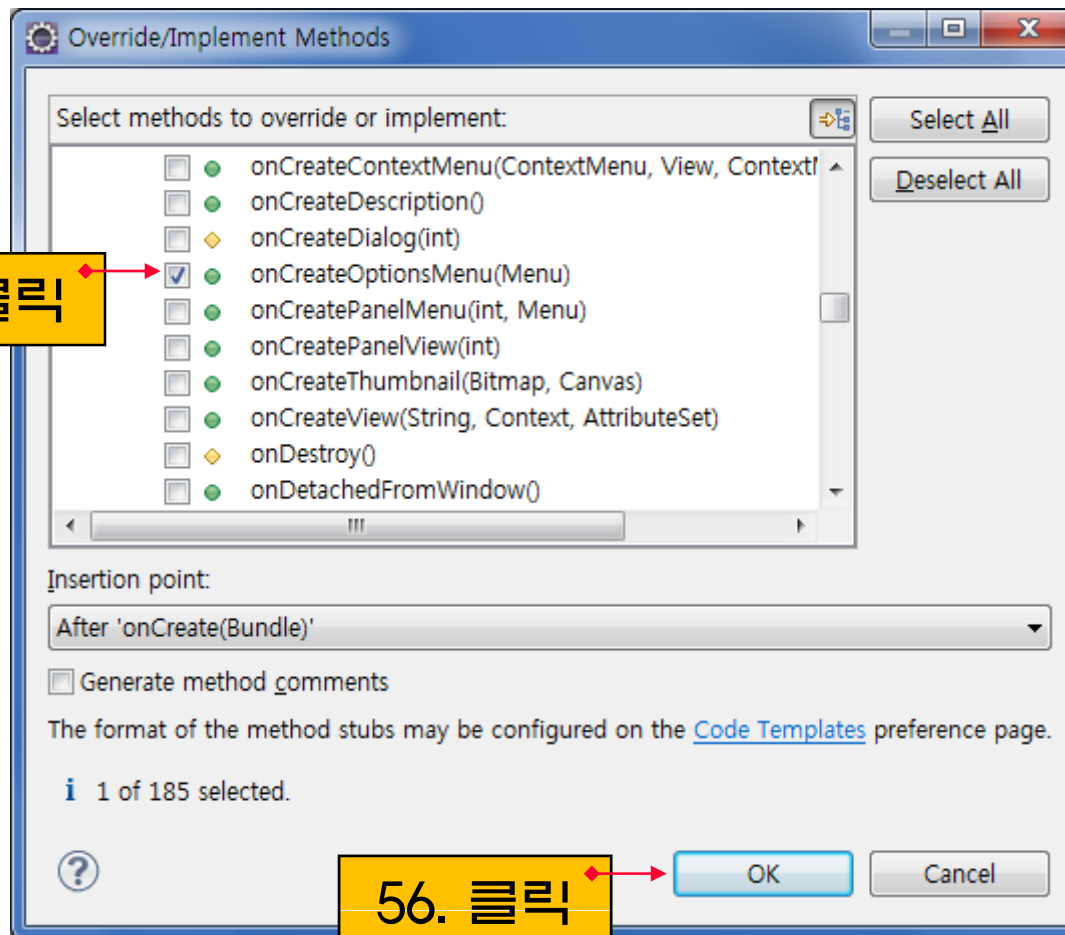
52. Cursor 위치에서
마우스 오른쪽 버튼 클릭





XML을 이용한 Options Menu 구현 (27)

❖ Override / Implement Methods 추가



55. 클릭

56. 클릭



XML을 이용한 Options Menu 구현 (28)

■ onCreateOptionsMenu() Method 구현

❖ options_menu.xml 파일로 메뉴 구현

```
*Android_MenuByXml.java X
30 @Override //Options Menu 생성 및 Item 생성
31 public boolean onCreateOptionsMenu(Menu menu) {
32
33     new MenuInflater(this).inflate(R.menu.options_menu, menu);
34     menu.findItem(R.id.item04).setIcon(R.drawable.artist);
35     menu.findItem(R.id.item05).setIcon(R.drawable.album);
36     menu.findItem(R.id.item06).setIcon(R.drawable.song);
37
38     return super.onCreateOptionsMenu(menu);
39 }
```

57. Coding





XML을 이용한 Options Menu 구현 (28)

❖ override Method 추가

```
30 @Override //Options Menu 생성 및 Item
31 public boolean onCreateOptionsMenu(Menu menu) {
32
33     new MenuInflater(this).inflate(R.menu.
34     menu.findItem(R.id.item04).setIcon(R.
35     menu.findItem(R.id.item05).setIcon(R.
36     menu.findItem(R.id.item06).setIcon(R.
37
38     return super.onCreateOptionsMenu(menu);
39 }
40
```

58. Cursor 위치에서
마우스 오른쪽 버튼 클릭

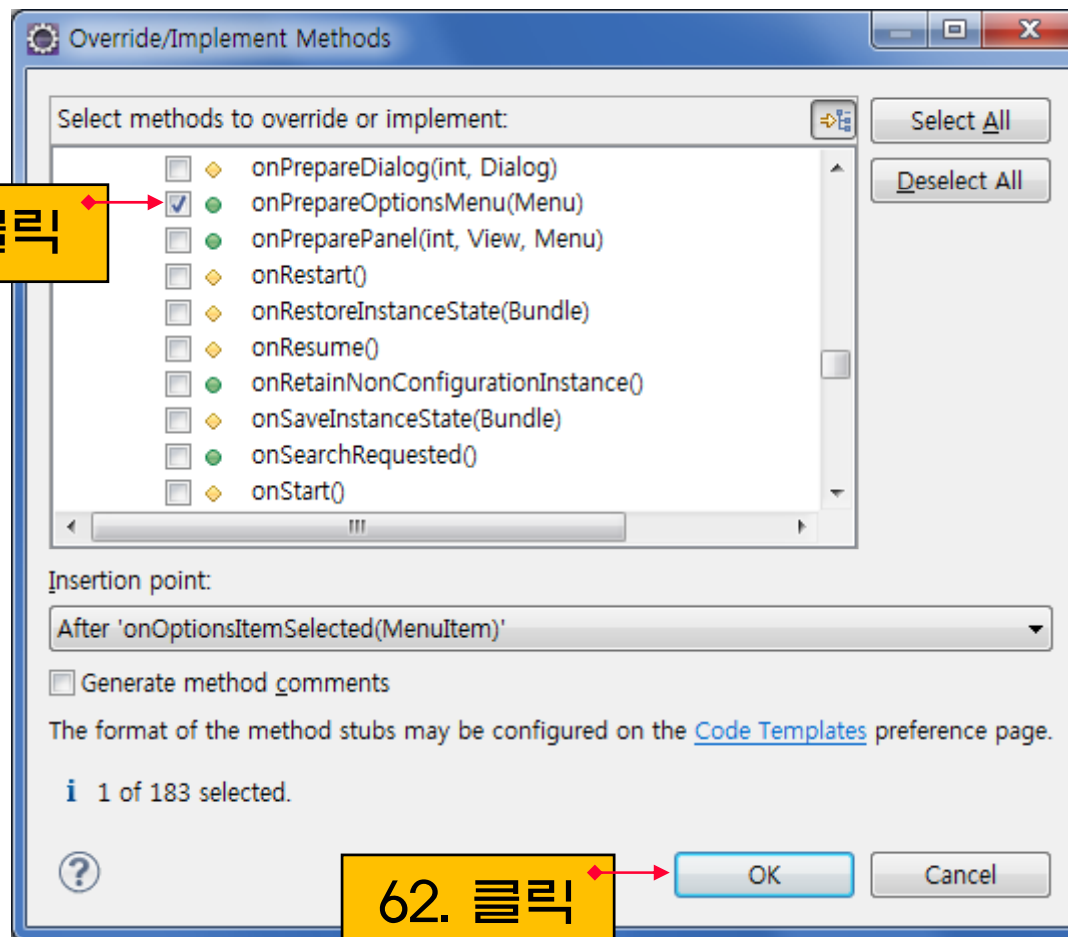
The screenshot shows the IDE's context menu for the `onCreateOptionsMenu` method. The 'Source' option is highlighted with a red box and an arrow pointing to it from a yellow box labeled '59. 클릭'. The 'Override/Implement Methods...' option is also highlighted with a red box and an arrow pointing to it from a yellow box labeled '60. 클릭'. The menu includes various options like 'Undo Typing', 'Save', 'Cut', 'Copy', 'Paste', 'Quick Fix', 'Refactor', 'Local History', 'References', 'Declarations', 'to Snippets...', 'Run As', 'Debug As', 'Profile As', 'Validate', 'Team', 'Compare With', 'Replace With', 'WikiText', 'Preferences...', and 'Remove from Context'.



XML을 이용한 Options Menu 구현 (29)

❖ Override / Implement Methods 추가

61. 클릭





XML을 이용한 Options Menu 구현 (30)

■ onPrepareOptionsMenu() Method 구현

```
*Android_MenuByXml.java 83
41  @Override    // Option menu 화면 출력전 호출
42  public boolean onPrepareOptionsMenu(Menu menu) {
43      // TODO Auto-generated method stub
44      return super.onPrepareOptionsMenu(menu);
45  }
```

63. Coding



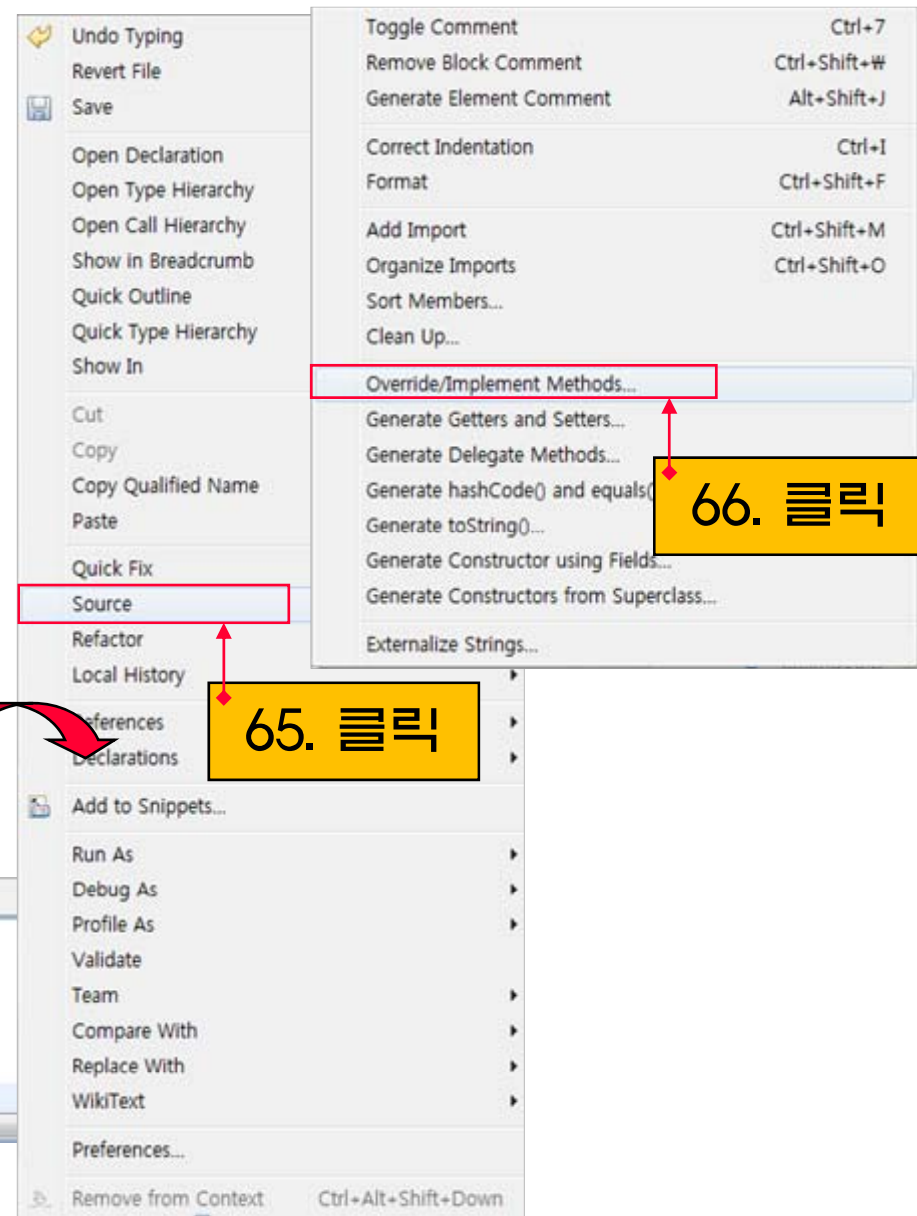


XML을 이용한 Options Menu 구현 (31)

- Item Click Event Handler 구현
 - ❖ override Method 추가

64. Cursor 위치에서
마우스 오른쪽 버튼 클릭

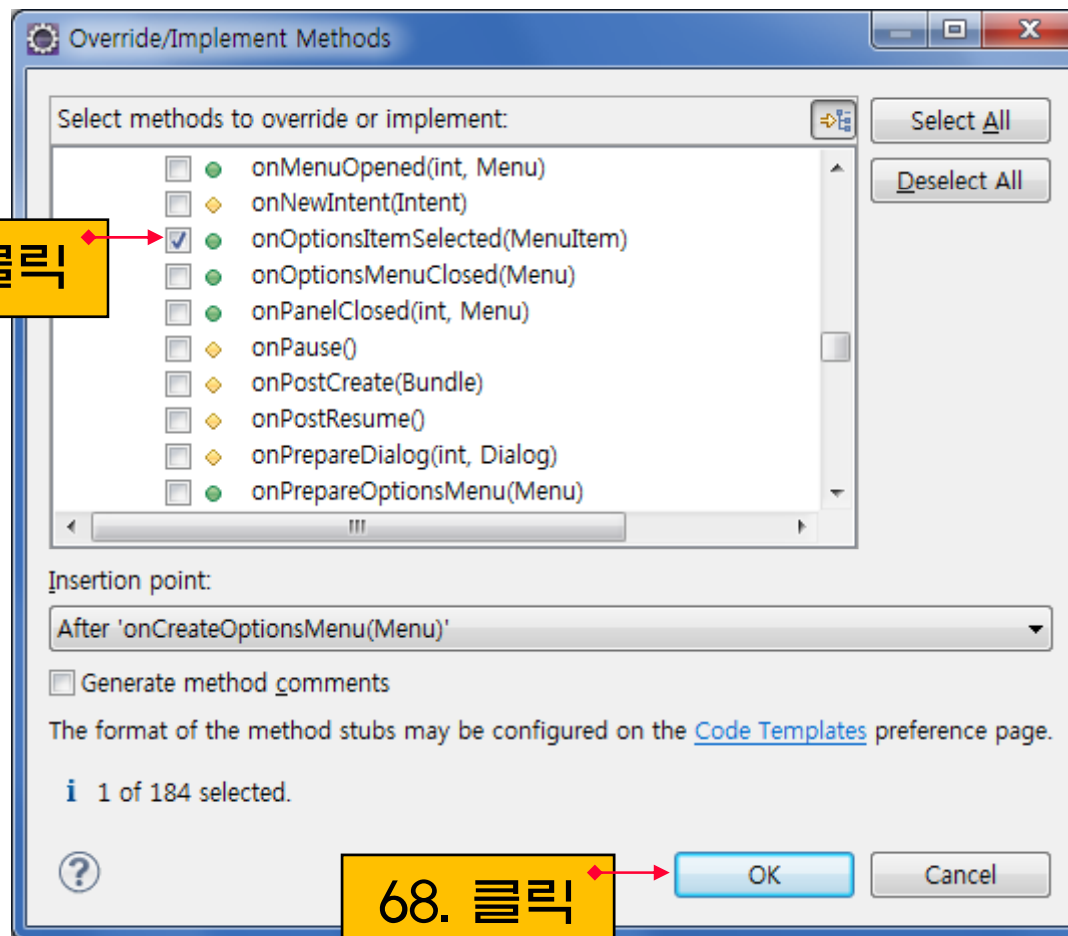
```
41 @Override // Option menu 화면 클릭전 호출
42 public boolean onPrepareOptionsMenu(Menu menu) {
43     // TODO Auto-generated method stub
44     return super.onPrepareOptionsMenu(menu);
45 }
46
```





XML을 이용한 Options Menu 구현 (32)

❖ Override / Implement Methods 추가





XML을 이용한 Options Menu 구현 (33)

❖ onOptionsItemSelected() Method 구현

```
*Android_MenuByXml.java
46
47 @Override // Option menu item 의 Click event handler
48 public boolean onOptionsItemSelected(MenuItem item) {
49     switch (item.getItemId()) {
50     case R.id.ID_COLOR_RED:
51         objTextView.setTextColor(Color.RED);
52         return true;
53     case R.id.ID_COLOR_GREEN:
54         objTextView.setTextColor(Color.GREEN);
55         return true;
56     case R.id.ID_COLOR_BLUE:
57         objTextView.setTextColor(Color.BLUE);
58         return true;
59     case R.id.ID_TEXT_NORMAL:
60         objTextView.setTypeface(Typeface.DEFAULT, Typeface.NORMAL);
61         item.setChecked(true);
62         return true;
63     case R.id.ID_TEXT_BOLD:
64         objTextView.setTypeface(Typeface.DEFAULT, Typeface.BOLD);
65         item.setChecked(true);
66         return true;
67     case R.id.ID_TEXT_ITALIC:
68         objTextView.setTypeface(Typeface.DEFAULT, Typeface.ITALIC);
69         item.setChecked(true);
70         return true;
71     case R.id.ID_TEXTSIZE_10P:
72         objTextView.setTextSize(10);
73         return true;
74     case R.id.ID_TEXTSIZE_18P:
75         objTextView.setTextSize(18);
76         return true;
77     case R.id.ID_TEXTSIZE_24P:
78         objTextView.setTextSize(24);
79         return true;
80     }
81     return super.onOptionsItemSelected(item);
82 }
```

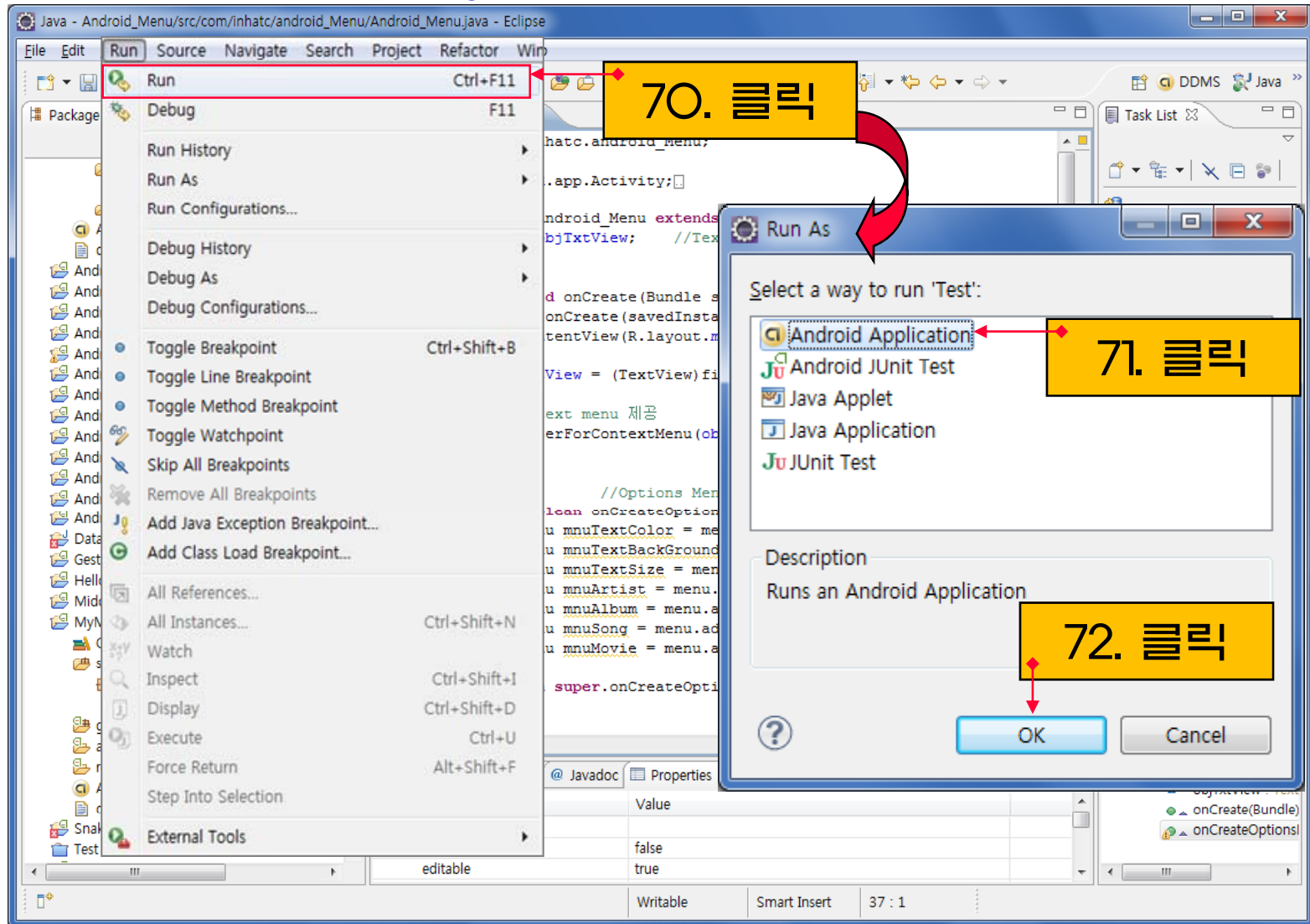
69. Coding





XML을 이용한 Options Menu 구현 (34)

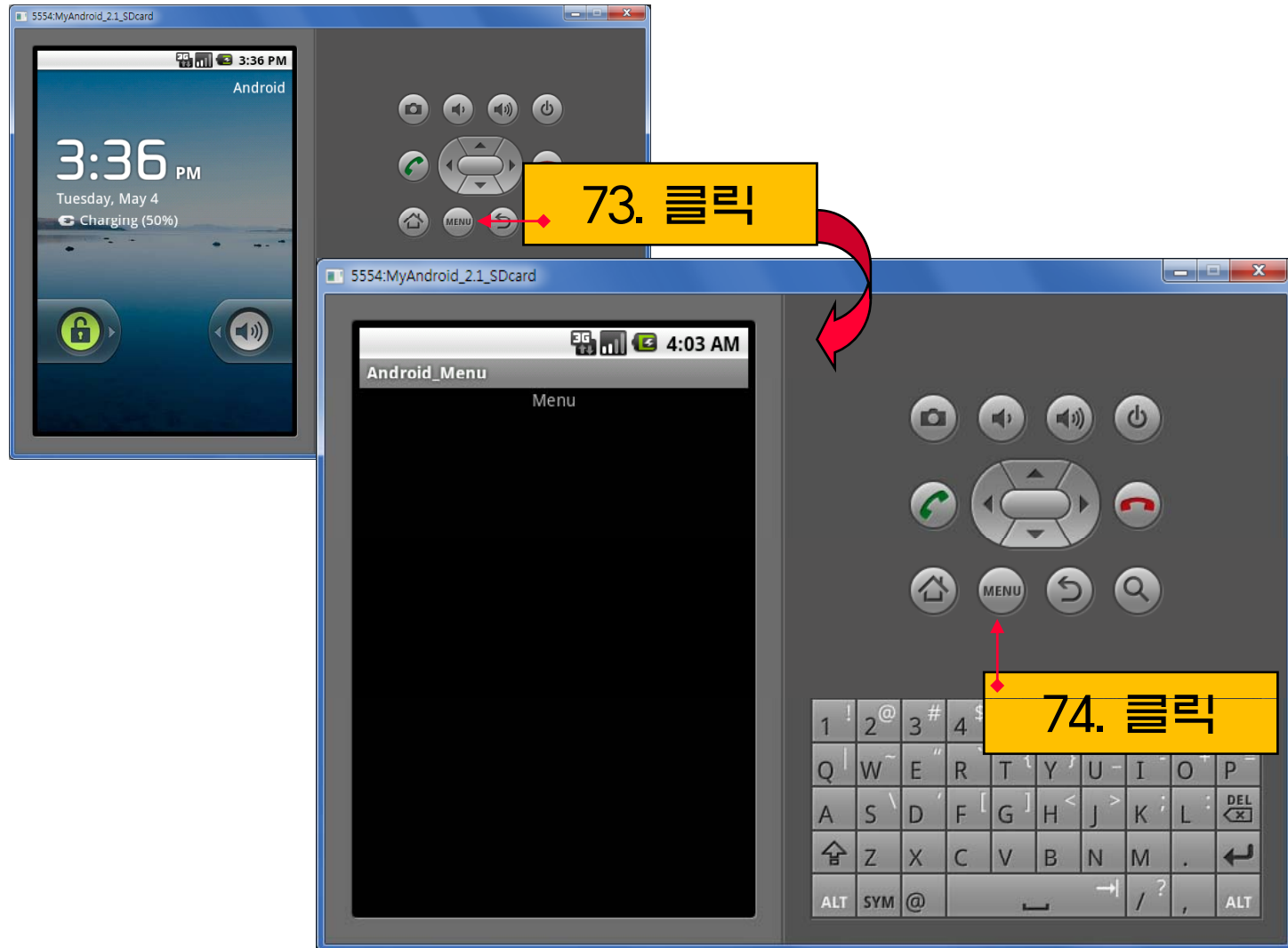
❖ Android 프로젝트 실행





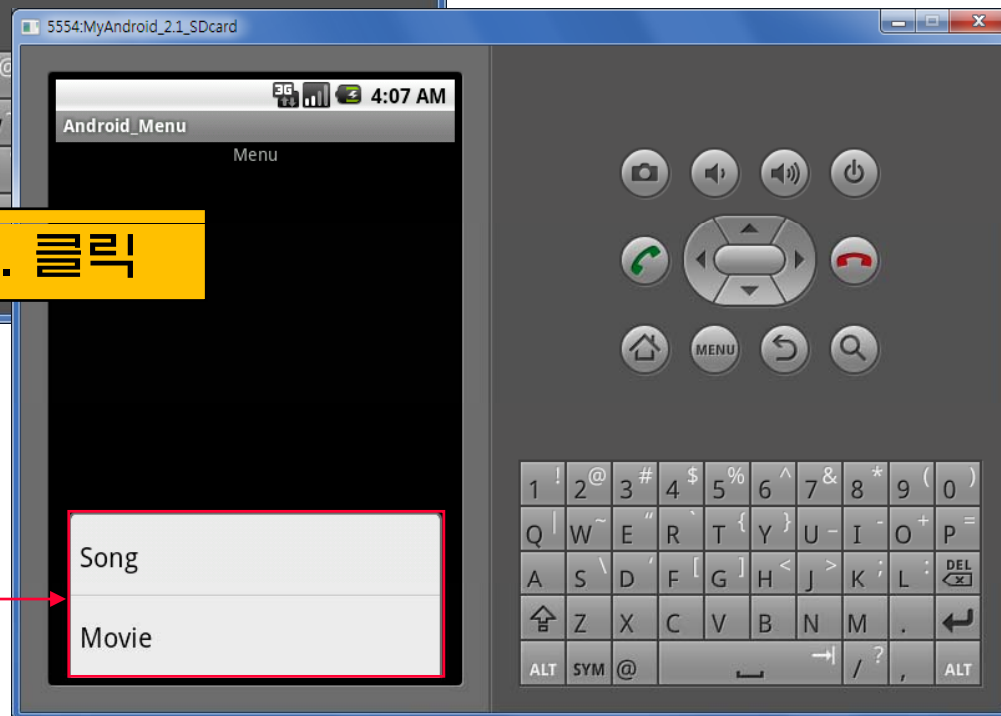
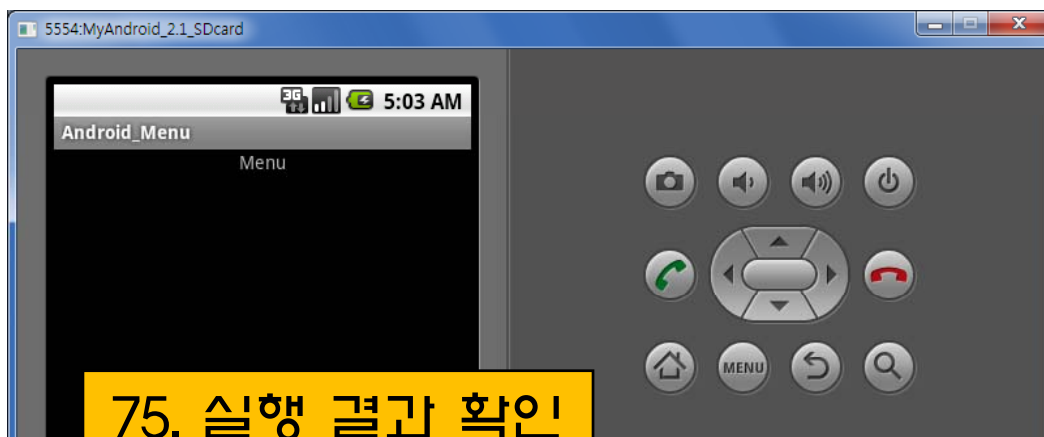
XML을 이용한 Options Menu 구현 (35)

❖ 실행 결과





XML을 이용한 Options Menu 구현 (36)





실습 II : XML을 이용한 Context Menu 구현

■ Android_MenuByXml (실습 시간 : 30분)

❖ Context_menu.xml 파일을 이용하여 아래 그림과 같이 Context Menu와 Menu Item Event Handler를 구현하시오.

◆ context_munu.xml 구현

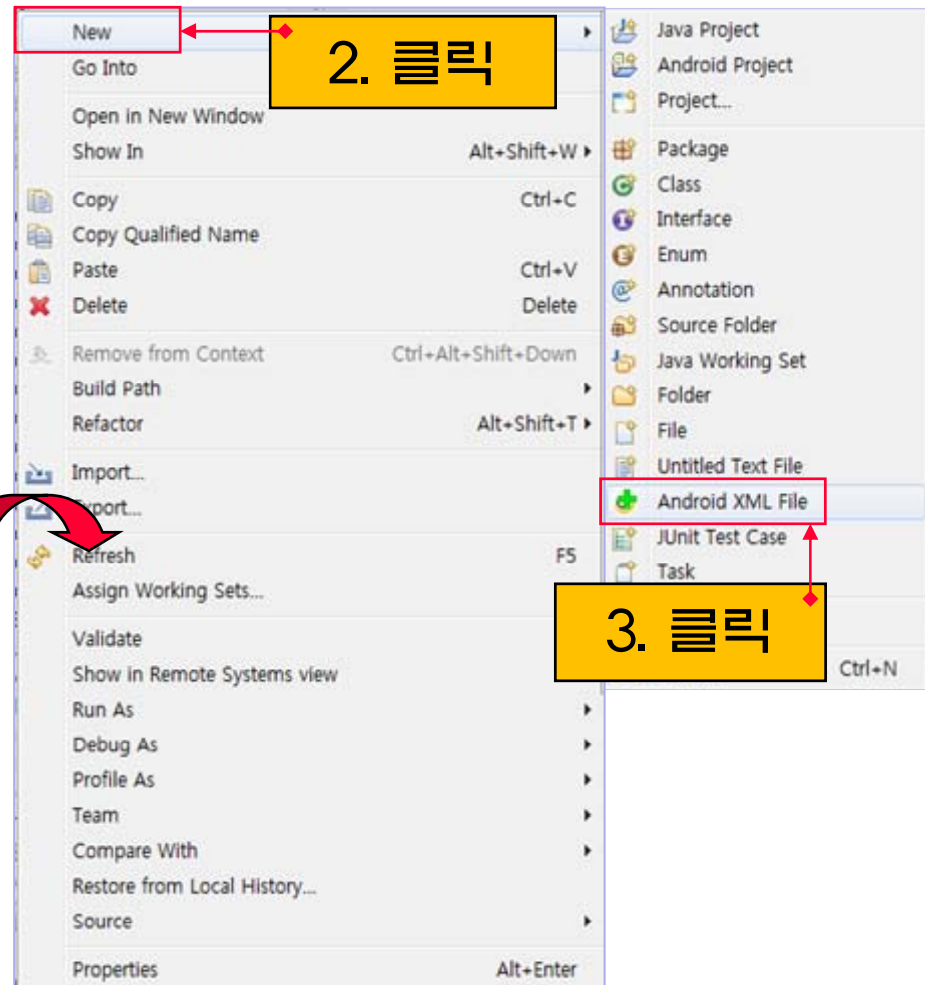
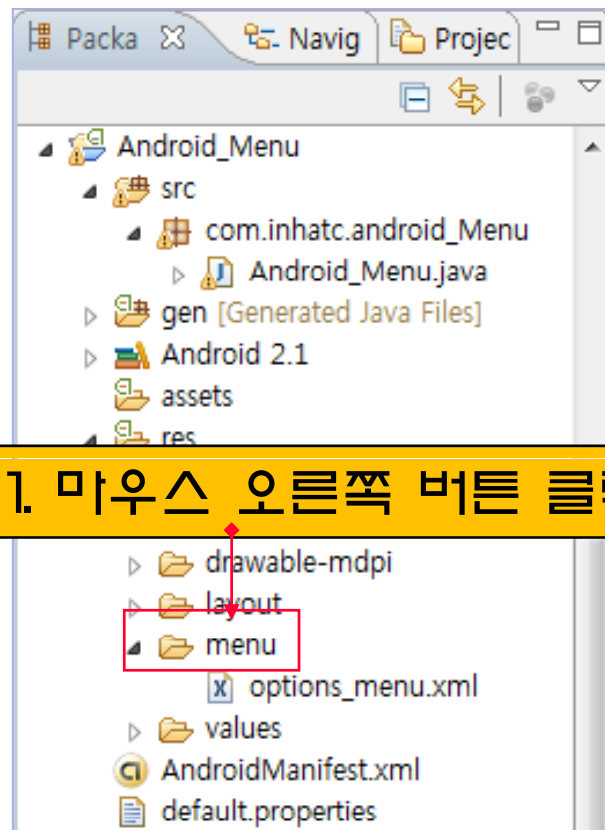




XML을 이용한 Context Menu 구현 (1)

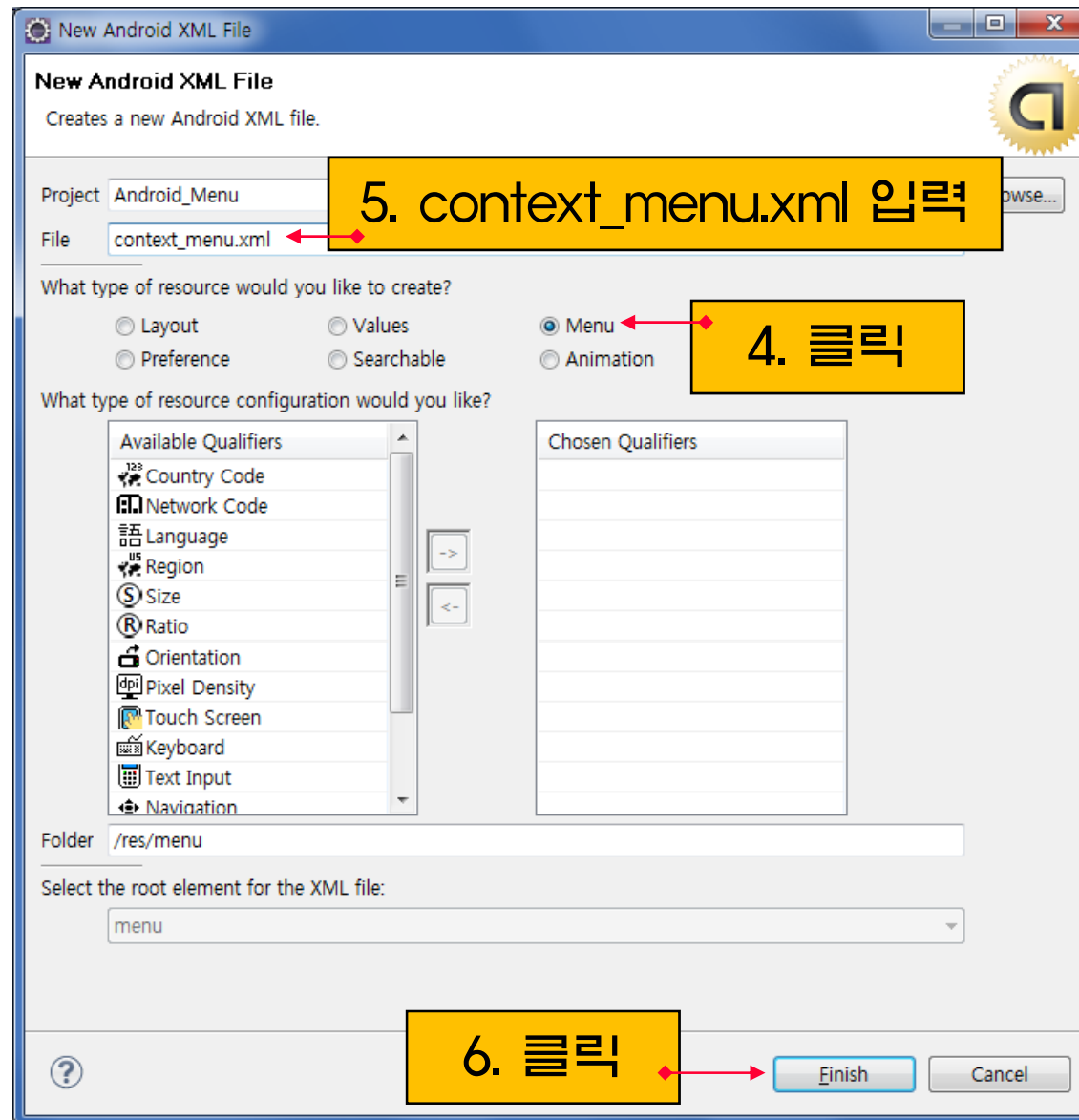
Context Menu 생성

❖ Context_menu.xml





XML을 이용한 Context Menu 구현 (2)





XML을 이용한 Context Menu 구현 (3)

Menu 설계

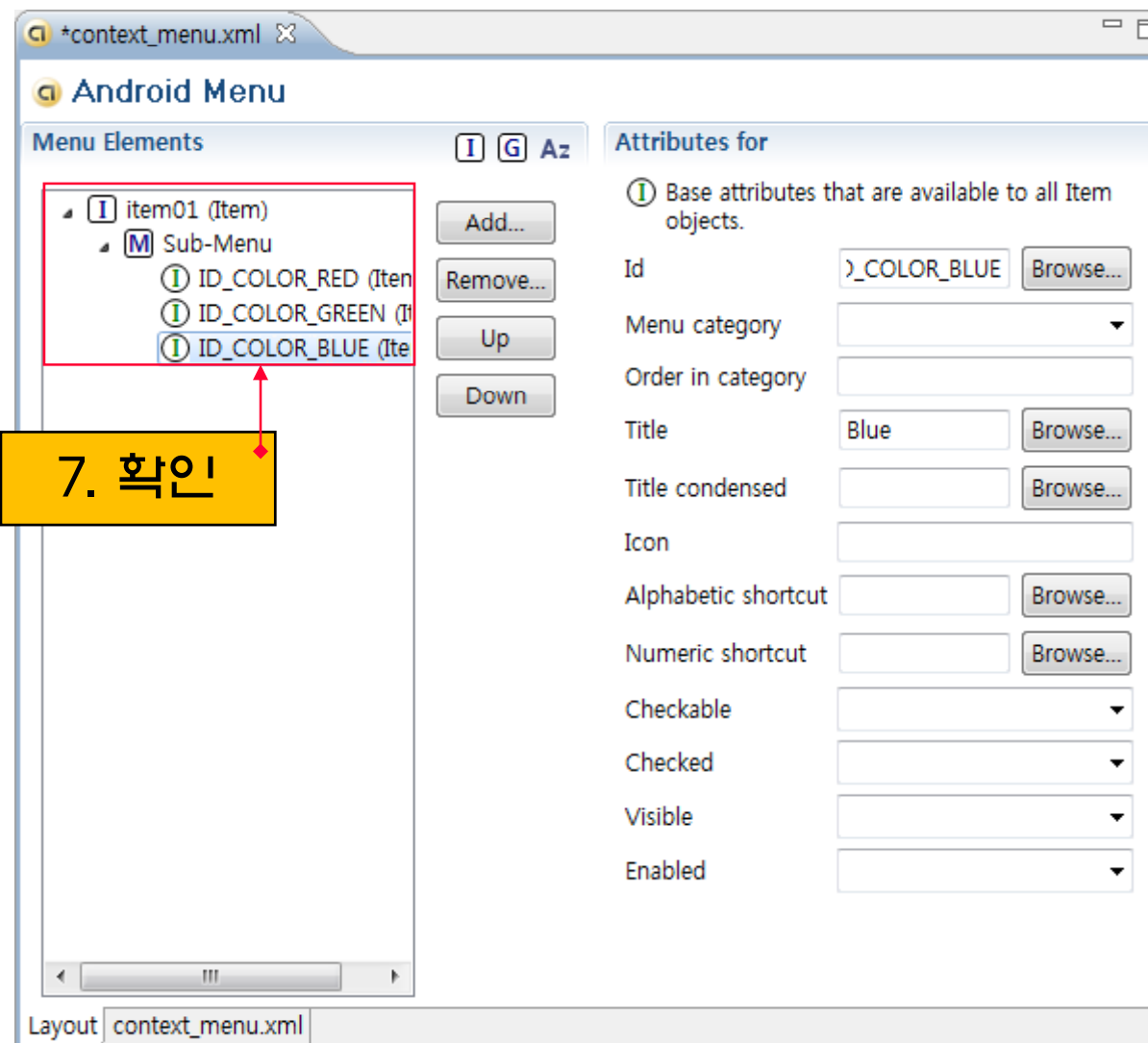
Menu Elements	ID		Order in category	Title
item01	@+id/item01			Text 배경색
	Sub-Menu	@+id/ID_COLOR_RED	1	Red
		@+id/ID_COLOR_GREEN	2	Green
		@+id/ID_STYLE_BLUE	3	Blue





XML을 이용한 Context Menu 구현 (4)

❖ Text 배경색 메뉴 생성 완료





XML을 이용한 Context Menu 구현 (5)

❖ Context_menu.xml

◆ Text 배경색 메뉴

```
*context_menu.xml
1<?xml version="1.0" encoding="utf-8"?>
2<menu
3  xmlns:android="http://schemas.android.com/apk/res/android">
4  <item
5    android:title="Text 배경색"
6    android:id="@+id/item01">
7    <menu>
8      <item
9        android:title="Red"
10       android:id="@+id/ID_COLOR_RED">
11      </item>
12      <item
13        android:title="Green"
14        android:id="@+id/ID_COLOR_GREEN">
15      </item>
16      <item
17        android:title="Blue"
18        android:id="@+id/ID_COLOR_BLUE">
19      </item>
20    </menu>
21  </item>
22</menu>
```

8. 확인





XML을 이용한 Context Menu 구현 (6)

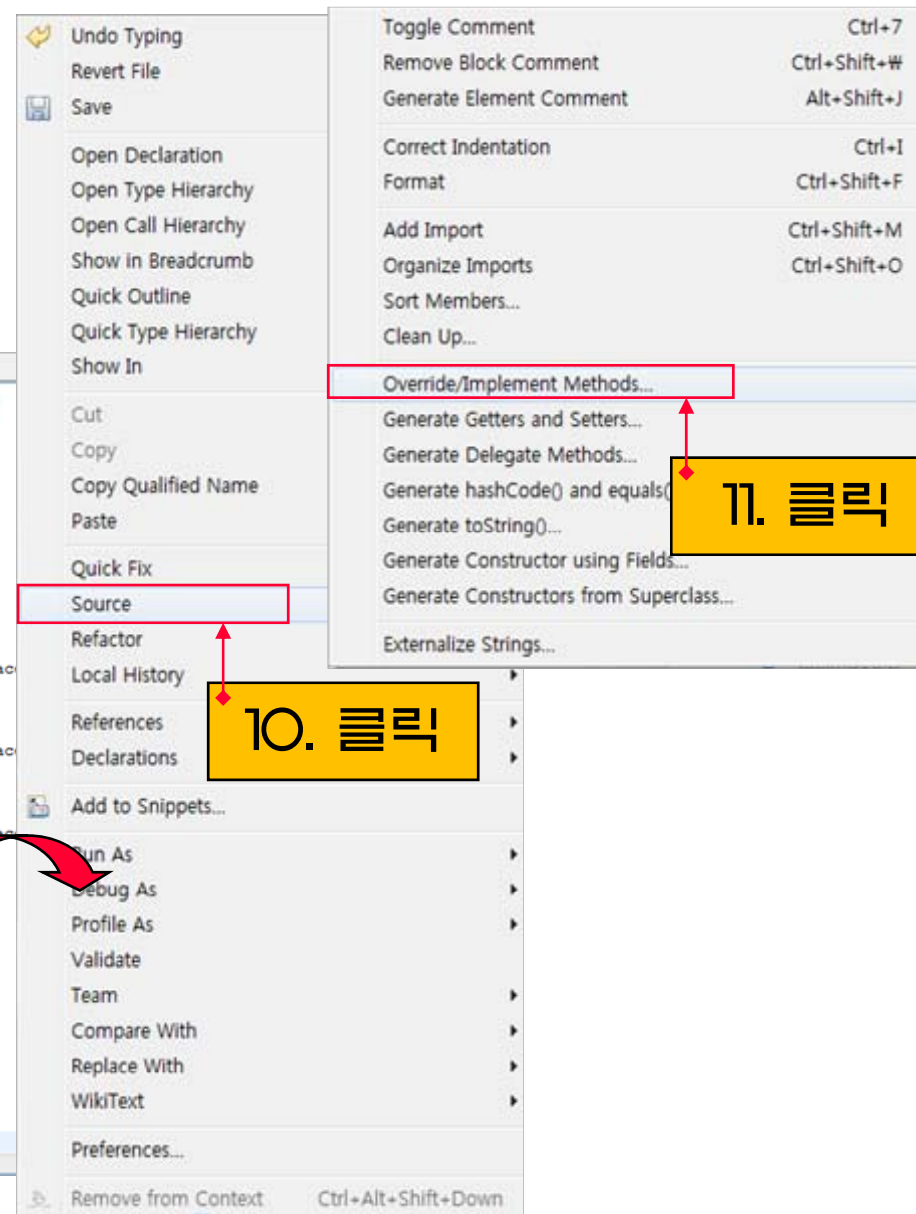
Context Menu 구현

❖ override Method 추가

◆ onCreateContextMenu()

```
47: @Override // Option menu item 의 Click event handler
48: public boolean onOptionsItemSelected(MenuItem item) {
49:     switch (item.getItemId()) {
50:         case R.id.ID_COLOR_RED:
51:             objTextView.setTextColor(Color.RED);
52:             return true;
53:         case R.id.ID_COLOR_GREEN:
54:             objTextView.setTextColor(Color.GREEN);
55:             return true;
56:         case R.id.ID_COLOR_BLUE:
57:             objTextView.setTextColor(Color.BLUE);
58:             return true;
59:         case R.id.ID_TEXT_NORMAL:
60:             objTextView.setTypeface(Typeface.DEFAULT, Typeface.NORMAL);
61:             item.setChecked(true);
62:             return true;
63:         case R.id.ID_TEXT_BOLD:
64:             objTextView.setTypeface(Typeface.DEFAULT, Typeface.BOLD);
65:             item.setChecked(true);
66:             return true;
67:         case R.id.ID_TEXT_ITALIC:
68:             objTextView.setTypeface(Typeface.DEFAULT, Typeface.ITALIC);
69:             item.setChecked(true);
70:             return true;
71:     }
72:     return false;
73: }
```

9. Cursor 위치에서
마우스 오른쪽 버튼 클릭

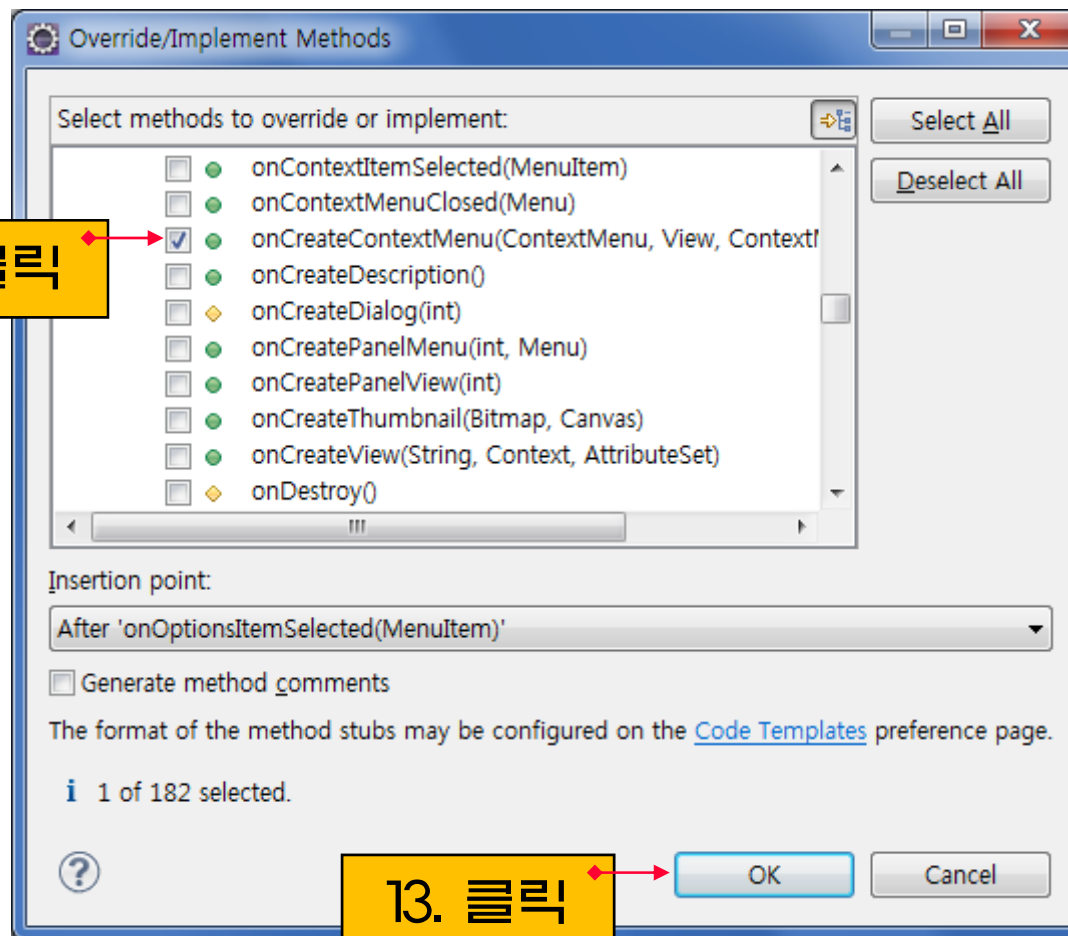




XML을 이용한 Context Menu 구현 (7)

❖ Override / Implement Methods 추가

12. 클릭





XML을 이용한 Context Menu 구현 (8)

■ onCreateContextMenu() Method 구현

❖ Text 배경색

◆ RED

◆ GREEN

◆ BLUE

```
*Android_MenuByXml.java 83
84 @Override
85 public void onCreateContextMenu(ContextMenu menu, View v, ContextMenuInfo menuInfo) {
86     getMenuInflater().inflate(R.menu.context_menu, menu);
87     super.onCreateContextMenu(menu, v, menuInfo);
88 }
89
90
91
```

14. Coding





XML을 이용한 Context Menu 구현 (9)

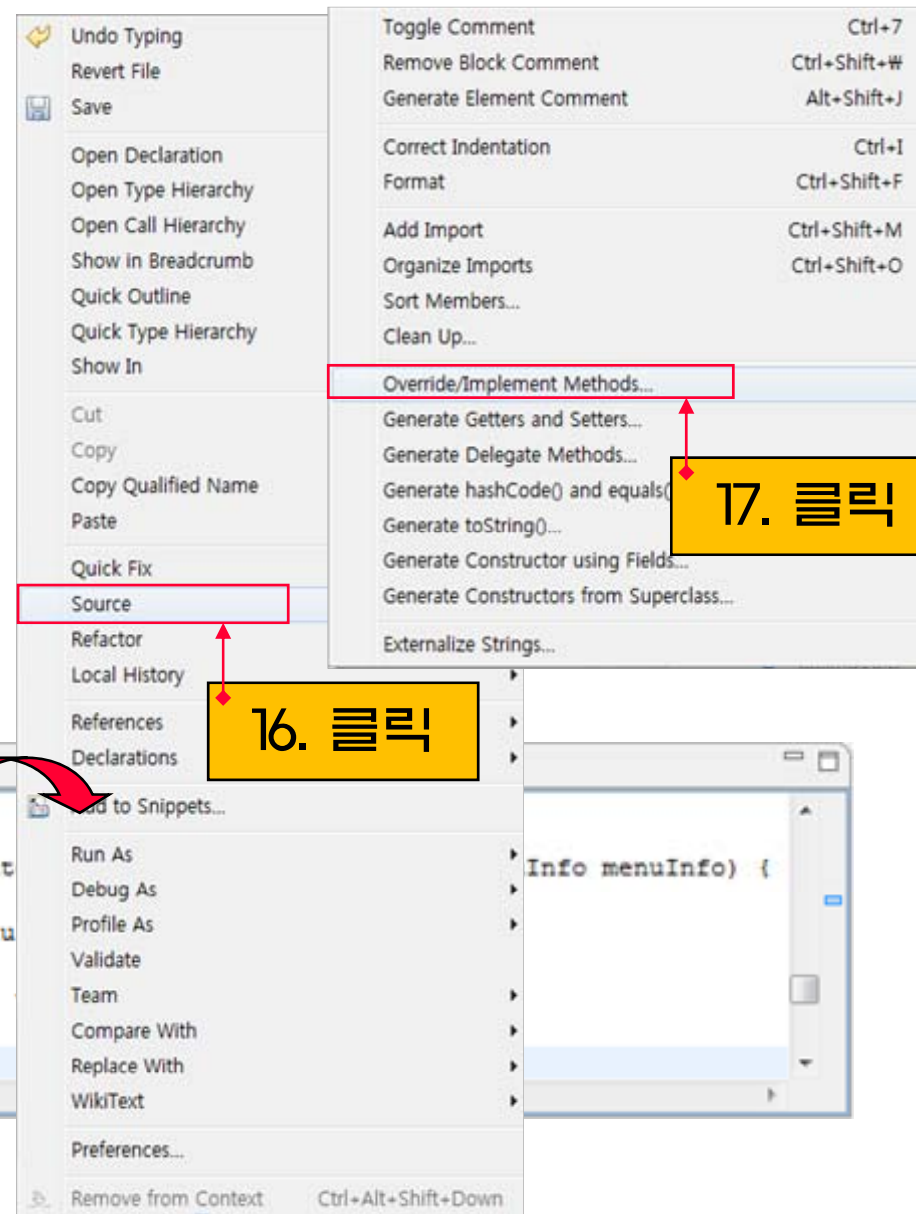
❖ Override Method 추가

◆ onContextItemSelected()

15. Cursor 위치에서
마우스 오른쪽 버튼 클릭

16. 클릭

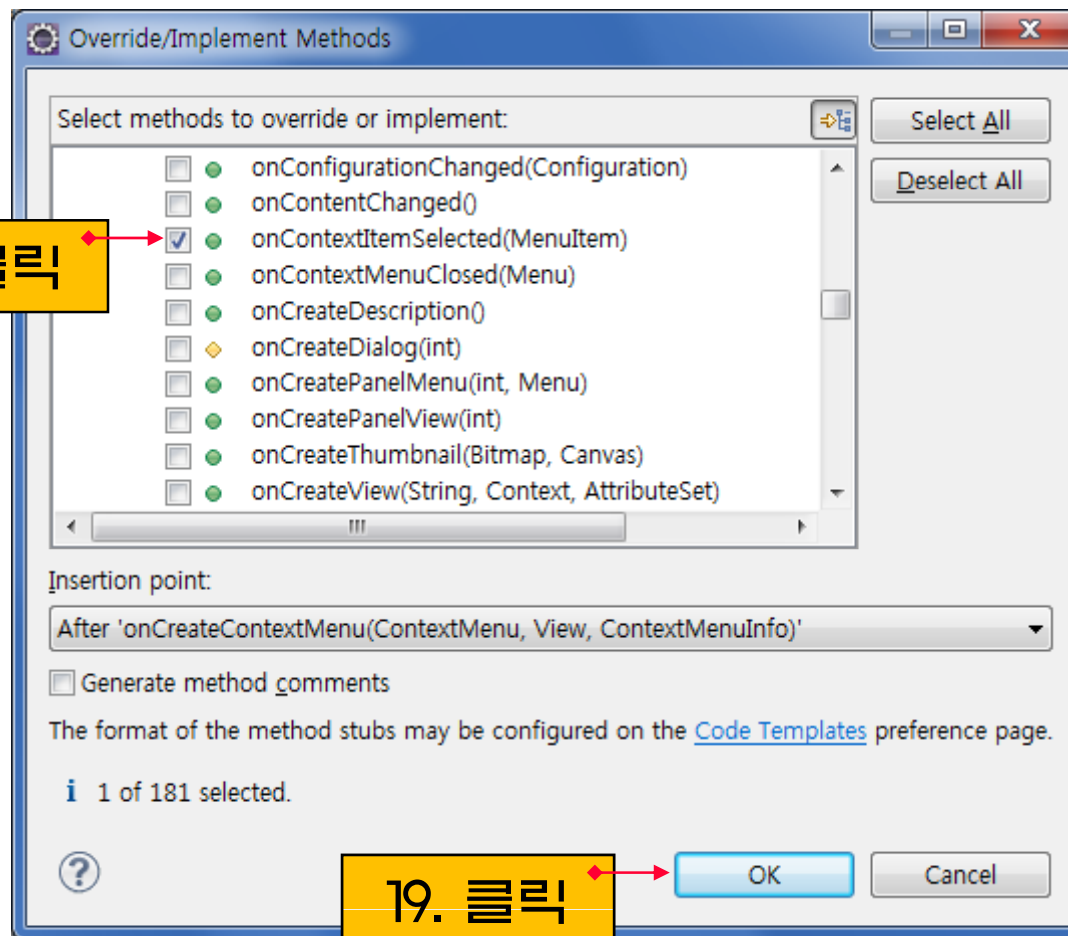
17. 클릭





XML을 이용한 Context Menu 구현 (10)

❖ Override / Implement Methods 추가





XML을 이용한 Context Menu 구현 (11)

■ onOptionsItemSelected() Method 구현

❖ Text 배경색

◆ RED

◆ GREEN

◆ BLUE

```
*Android_MenuByXml.java X
91
92 @Override
93 public boolean onOptionsItemSelected(MenuItem item) {
94     switch (item.getItemId()) {
95         case R.id.ID_COLOR_RED:
96             objTextView.setBackgroundColor(Color.RED);
97             return true;
98         case R.id.ID_COLOR_GREEN:
99             objTextView.setBackgroundColor(Color.GREEN);
100             return true;
101         case R.id.ID_COLOR_BLUE:
102             objTextView.setBackgroundColor(Color.BLUE);
103             return true;
104     }
105     return super.onOptionsItemSelected(item);
106 }
107
108 }
```

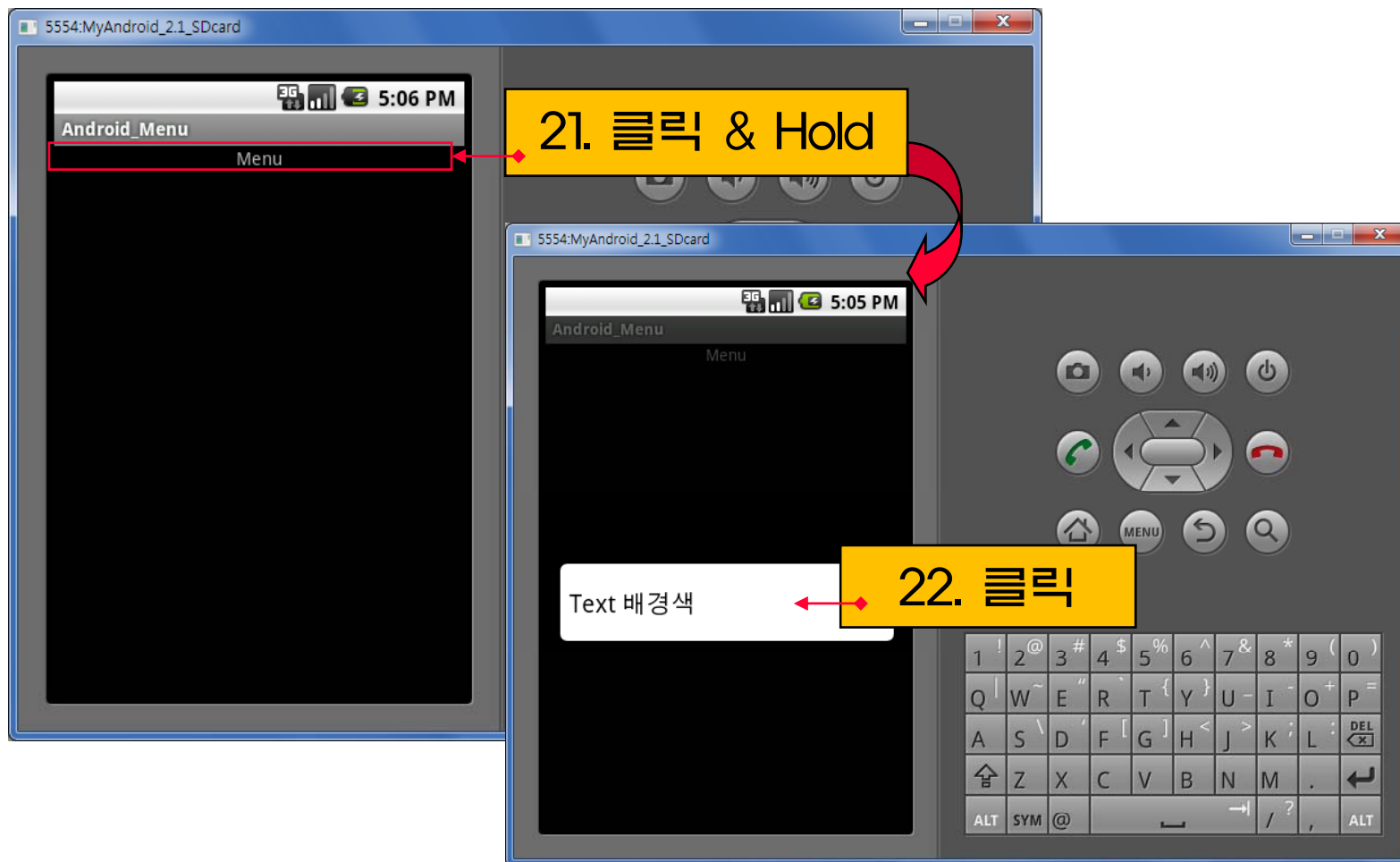
20. Coding





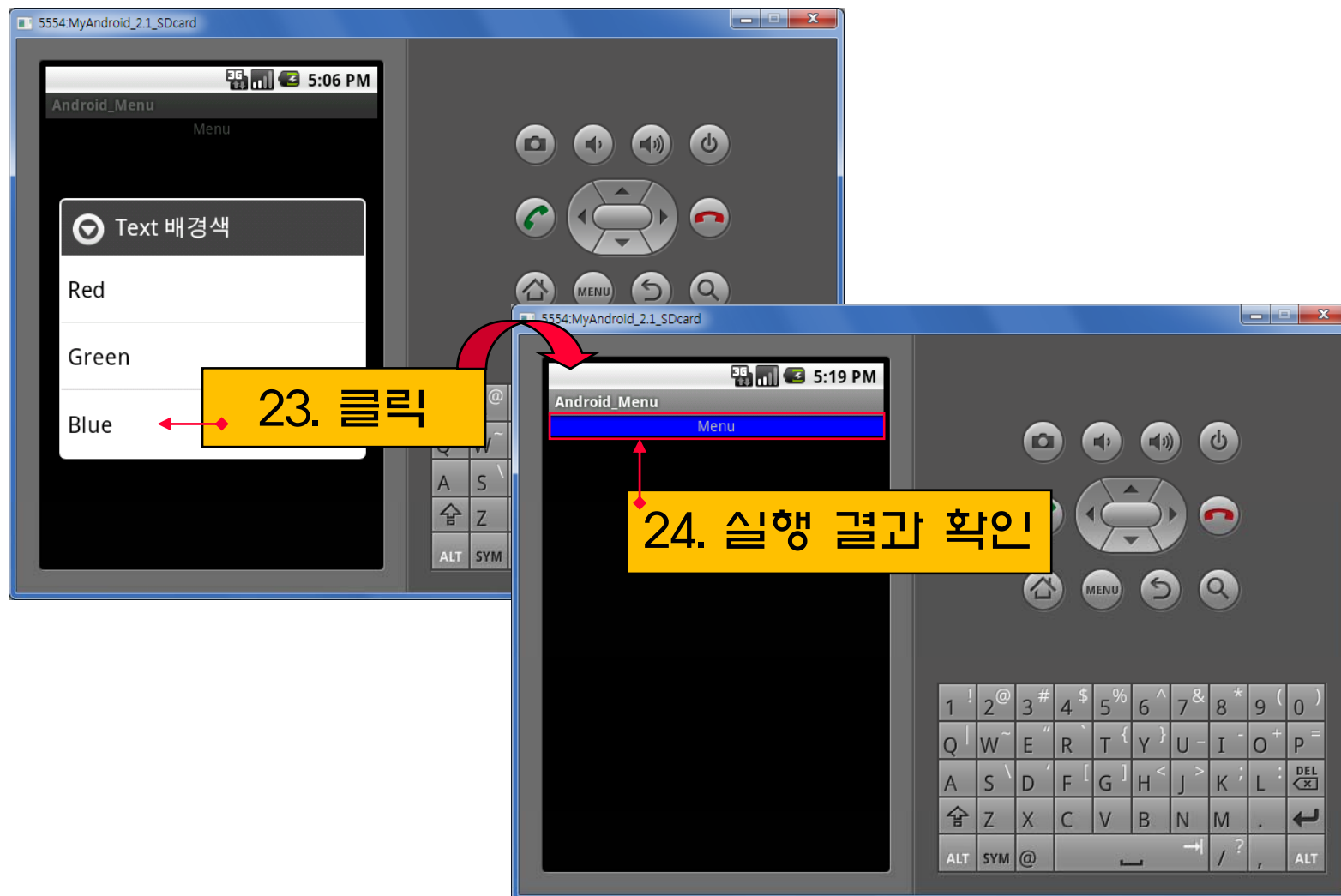
XML을 이용한 Context Menu 구현 (12)

❖ 실행 결과





XML을 이용한 Context Menu 구현 (13)





학습 요약

- XML을 이용한 Menu 구현
- XML을 이용한 Options Menu 구현
- XML을 이용한 Context Menu 구현

