


Android pull down menu missing

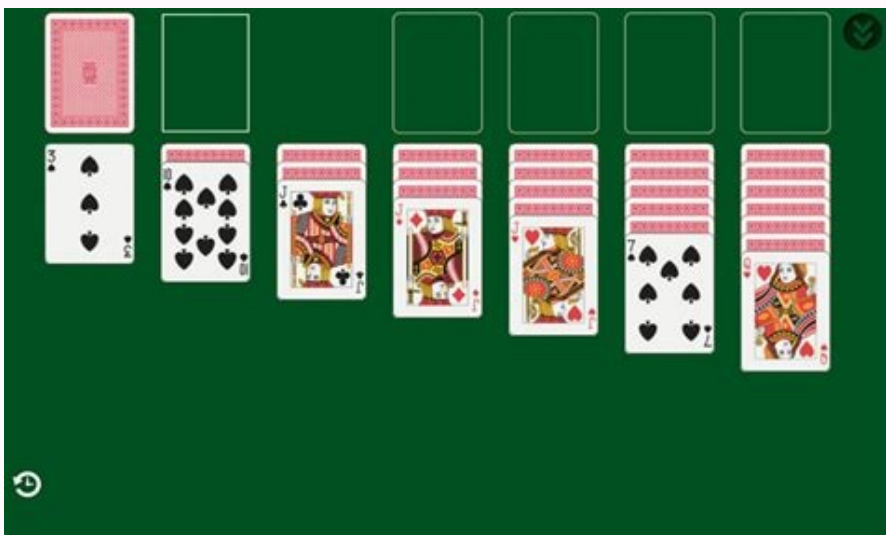
☐

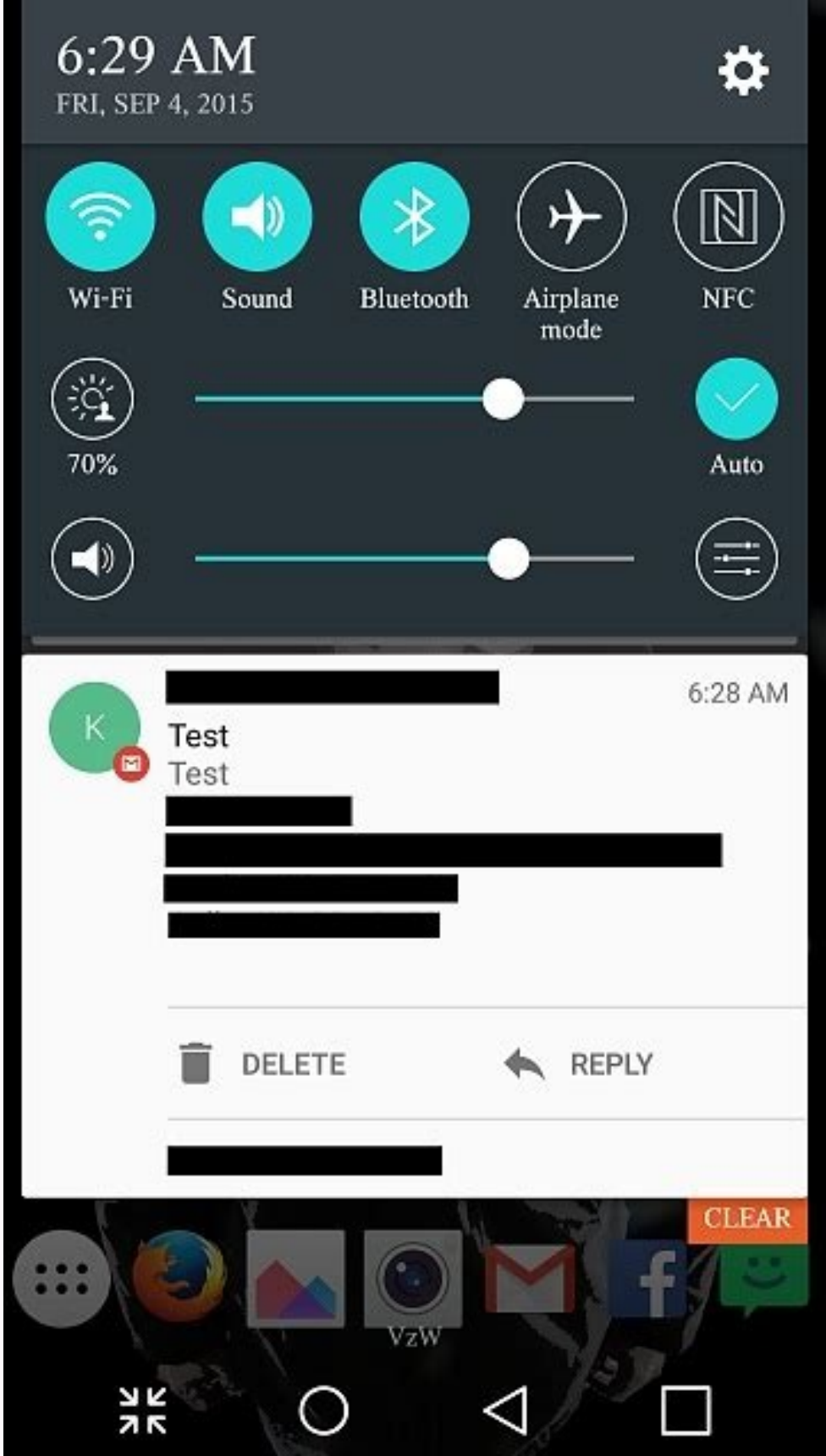
I'm not robot

  
reCAPTCHA

Continue







The fall or autumn menu, also known as the spinner, is one of the most important elements of the program's interface. During this training I will tell you how to add it to your Android program using Java. The autumn menu organizes the program and increases the user's senses. Almost every program comes with a menu built into the user interface. Adding a fall menu to the Android program is as easy as dragging and dropping. It can certainly be difficult, especially if you are a beginner to use Android Studio. If you are a new programmer made from the original Android Studio program, this training is for you. Environment Configuration Open the following files by creating an Android Studio project: res/layout/active\_main.xml res/string.xml App/java/your.pr.preat.name/maynactivity Powinien Wygladać Tak: Dodanie UKładu Menu Disphen - Down -Down -Joke Terraz Cza Na Dodanie UKładu Menu Zrzutu. The XML system files are added to Android Research. To do this, go to Activity\_main.xml. While in the active\_main.xml file, open the project map. You can find it in the top right corner. The menu drop-down menu is added to Android studio with Spinner. If the program screen contains standard text, return to the code section and remove all text views. Now select Bins in the design palette. You will find a spinner there. It should be remembered that we use Android Studio 4.2.2. The oldest versions of Android Studio Spinner can be in the controllers. If you can't find, you can just click the search icon and search for a spinner. When you find a weirdo, drag it to the top of the mobile program. Android Studio will create the correct coding for you and you can verify it later by returning to the code screen. Depending on where you drop the spinner, the system code should look like this: 1 Spinner 2 Android: id="@+id/spinner\_languages" 3 Android: layout\_width="Wrap\_Content" 4 Android: layout\_Height="Wrap\_Content" 5:===== "338DP" 6 Android : radermode = "7 program: Layout\_CTINTRINTOM\_TOBOTTOMOF = parent program: layout\_constraintl\_tendof = " superior superior superior parentThe issue or issue menu, also known as the Spinner, is one of the most important items in the program's user interface. In this lesson, I will tell you how to add to an Android application using Java. It organizes the drill menu program and improves the user experience. Almost every program has a menu integrated into the user interface. Although it's easy to add a menu to your Android app, it can be downright difficult if you're new to Android Studio. If you are a new developer who has started Android Studio Programs, this training program is for you. Environment Installation Build the Android Studio Project and open the following files: Res/Turn/Activity/Activity which should appear as follows: It's time to add the release menu layout and add the release menu layout. The Android Studio layout is added to the layout of the XML files. To do this, go to activities\_main.xml Activity\_main.xml file, open the Design tab. You can find it in the upper right corner of the IDE. Android Drop-down menu is added with yarns. If there is default text on the program screen, go back to the code section and remove the entire textView. Now select the containers in the design palette. You will find a rotating one there. Note that we are using Android Studio 4.2.2. In old versions of Android Studio, the Spinner may be in the "controls" section. If you can't find it, you can click the search icon to search for a spin. After finding a spinner, drag it to the mobile program. Android Studio will do the appropriate coding for you and then return to the code screen. Depending on where you drop the loop, the order code should appear as follows: 1 Spinner 2 Android: id = "@+id/spiner\_languages" 3 android: ladyout\_width = "wrap\_content" 4 android: Layout\_height = "wrap\_content" 5 338dp " açil'R " açil'R "7 Uygulama: Layout\_CTNTBOTTOM\_TOBOTTOMOF =" EBEVEYN "8 UYGULAMA: Layout.ctntrend\_oteend\_toef =" EBEVEYN "UYGULAMA: LAYOUT\_CTINTRAINIT STARTOF =" Bölüm "Ve marjlarInstitution panel, not reaching everything from scratch. While you are there, make sure that Spinnermode is defined in the fall fall and will create a drop -down menu. You can find this parameter on the attribute in the panel. The Drop -Down application in the application screen is quite simple. The Android Studio graphic interface will provide you with all the limitations that allow you to determine where the drop -down menu is located. When you are satisfied with the drop -down menu, go to the view of the code and change the rotating moisture. This will be necessary later when we integrate the rotation into the java file. The ID spinner is a tag in the first line. Provide this ID to remember the use elsewhere in the application code. Finally, return to the design section and press the outletc limit button, which I personally call the "magic button" above to support all the missing restrictions in our code: add the elements to the drop -down menu now that you have the drop -down menu It is time to fill it with many options that users can choose. To do this, you need to open the strings.xml file. This file will be initially empty and should appear like this: to add elements to your Drow Android list, you need to communicate the field of the chain and give it a name. Declare the circuit under the chain already declared using the following syntax: 1 2 Example descent interval 3 element> 5 < SEM> C + + 6 java 7 the field must be. It must be declared in a tag of resources. Otherwise, you will get a syntax error. The channel table can also be declared in the main java file, but the insertion in a separate XML file increases the reuse of the code and increases the efficiency of the application. The number of elements you may have not limited to the drop -down menu. When calling the rotation in your Java file before starting the code, it matters the following classes in the code: 1 Imports Androidx.Appcompatpat.App. 2 Import Android.os.bundle; 3 Import Android.view.View; 4 Import Android.widget.adapterview; 5 Import Android.widget.arrayadapter; 6 Opens on Android.widget.spinner; 7 Import Android.widget.toast; It is desirable that these classes are imported in advance to avoid syntax errors later. HoweverStill getting a syntax error. You can always hover over the old gear and click on it to import the corresponding code class. To pass an Android dropdown list to Java, you need to define a spinner object. Use the Spinner class name and give the object a suitable name. Next, a Spinner instance with the same ID you specified in the Activity\_main.xml file: 1 Spinner Spinnlanguages = findViewById(r.id.spinner\_guanguages); The next step is to create an array adapter. The array adapter is responsible for ensuring that each element from the string language array screen has access to the java-decay menu. 1 adapter ArrayAdapter = ArrayAdapter.createFromSource(this, r.Array.ulovery, android.r.ayout.simple\_spinner\_item); 2 3 Adapter. CreateFrom Resources() is a built-in method for the array adapter class that requires three inputs: in the application shell activity. LayOutt Type For this particular example, we'll use the basic\_out layout. The above adapter is useless if it is not connected to a spinner. So configure the spinner to use this adapter: 1 rotating rod. Once the field adapter has been published and successfully connected to the Spinner, you have successfully integrated your first Android dropdown into your application. Now you can run the application on the emulator. It will look like this: You can now play with it in the Activity\_main.xml file using the Java dropdown. Try changing the culmination height and see how the dropdown moves around the screen. Summary You can add a dropdown menu to your Android app in a few simple steps. To get started, you need to edit the XML files. Integrate dropdown menu with Drag & Drop functionality of Android Studios. You then need to create an array of strings to include all related items in the dropdown menu. Then you should get the content of the spinner along with the array adapter in the main java file. You have finally configured the spinner for this adapter. If all three code files are running at the same time, you have an Android dropdown in the first Android app. Graphics N.D. Fernandez/Shutterstock.This shows a quick setup field with tiles from the Android menu belts that can be switched with a single touch. Do you want to hide some of these settings, move or add new ones? You can do it. Depending on the Android device control panel "Quick Settings" often look drastically different, but the functionality is essentially the same. We'll show you what it looks like on Google Pixel on your mobile phone and Samsung Galaxy. Relatives: For example, deactivate the microphone and camera in Android's quick settings, so arrange Google Pixel's quick settings on Google Pixel, wiping the screen, shows four quick tiles and the other shows that one is displayed. You can move horizontally to see even more. To add, remove or change tiled improvement, specify the full set of quick setup and tap the symbol of the abbey. The tile at the top of the screen is located in the fast setting area. You can touch and hold the tile to pull it in a new position, or pull it down to remove it. Raise your finger to drop the tile. Scroll the same to move the unused tiles in the upper quick settings. Once you have completed your entire organization, touch the back arrow in the upper left corner to complete the positions. Everything is there. If you want to move something, just touch the symbol of the abbey. After installing the application with a quick setup bar, it cannot be automatically attached. You can take these steps to activate it. How to arrange quick settings in the Samsung Galaxy on the Samsung Galaxy phone, you move along the slope of the top of the screen and show six buttons for quick settings (Samsung is called buttons instead of "tiles"). There are 12 buttons in the second shift and you can move horizontally to see more. To add, remove or change buttons, open the full field of quick setup and tap the three -point menu symbol in the upper right corner. Select the editing buttons. The upper part is the "available buttons", they are currently not in the "Quick Settings" area. Hold the button down to move it in the lower area and place it in quick settings. Raise your finger to reset him. Touch and hold the button at the bottom to move it to another position or up to remove it from the "Quick Settings" area. If everything is in line with your ideas, click below to fill the layout of the button. That is all. You can call and customize the "Quick Settings" windowYou want to. Note that when installing an application supplied with the Fast settings field, it is not automatically added. To include it is necessary to follow the steps below. If you take the time to set, Android quick settings can come in very handy. Related: Take control of your smart home from Android Fast settings

