**Activity\_Preferences**

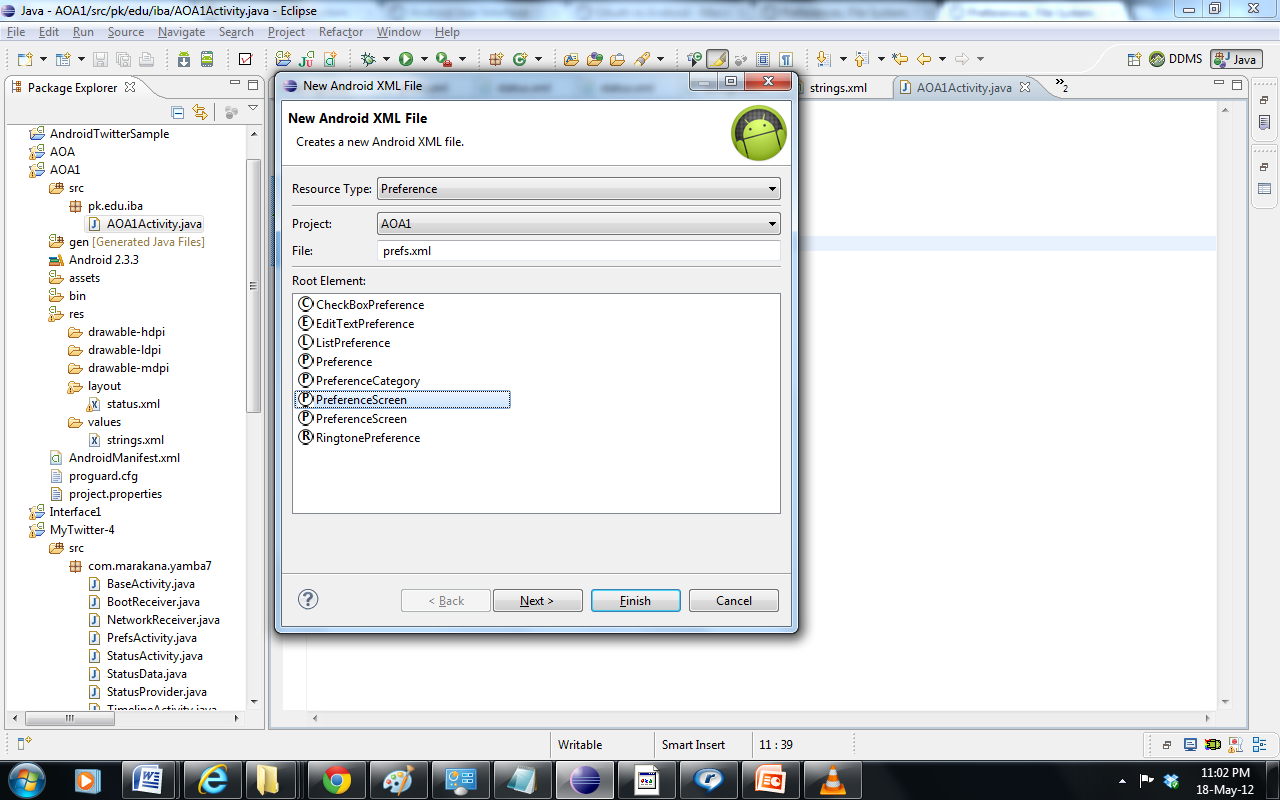
To enable our app to handle user-specific preferences, we’d have to build a screen to enter the information, a Java code to validate and process that information, and some kind of storage mechanism to store this information.

The steps to creating preferences for our application will be to:

1. Create Preference resource file prefs.xml.
2. Implement PrefsActivity.java file that inflates that resource file.
3. Register this new activity with the z file.
4. Provide a way to start that activity from the rest of the application.

**Step1: Create a Preference Resouce file and name it prefs.xml**

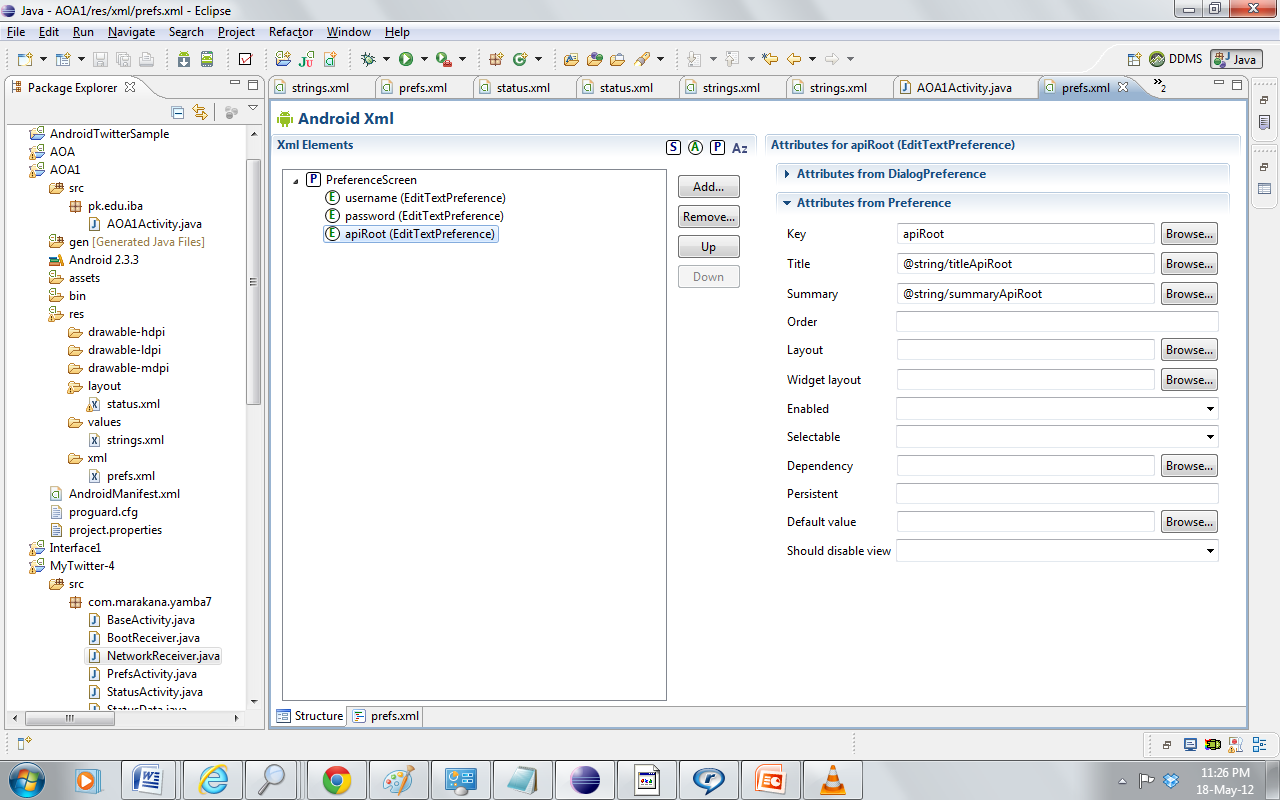
We are going to start by creating the prefs.xml - a resource file that outlines what our preference screen will look like. The easiest way to create it would be to useNew Android XML File tool in Eclipse. To start the New Android XML File dialog, go to File→New→Android XML File, or click on the little a+ icon in the top menu bar of Eclipse: [C:\Users\admin\Desktop\CSE450\yamba\7Preferences, File System, Options Menu, and Intents - Learning Android - OFPS - O'Reilly Media_files\a-plus.png](http://ofps.oreilly.com/titles/9781449390501/Android_Preferences.html)



And click Finish.

Now select prefs.xml

And then your screen should be like this



Before maintaining prefs.xml file,order your strings.xml file ,it would make your work easy.

**res/xml/prefs.xml**

<?xml version=*"1.0"* encoding=*"utf-8"*?>

<PreferenceScreen

xmlns:android=*"http://schemas.android.com/apk/res/android"* >

<EditTextPreference android:title=*"@string/titleUsername"* android:key=*"username"* android:summary=*"@string/summaryUsername"*/>

<EditTextPreference android:summary=*"@string/summaryPassword"* android:title=*"@string/titlePassword"* android:key=*"password"*/>

<EditTextPreference android:title=*"@string/titleApiRoot"*

android:summary=*"@string/summaryApiRoot"* android:key=*"apiRoot"*></EditTextPreference>

</PreferenceScreen>

**Step 2 Implement PrefsActivity.java file that inflates that resource file**

Create a new class PrefsActivity by

right clicking on the package (in my case it is iba.edu.pk)

New🡪class

**package** pk.edu.iba;

**import** android.os.Bundle;

**import** android.preference.PreferenceActivity;

**public** **class** PrefsActivity **extends** PreferenceActivity{

@Override

**protected** **void** onCreate(Bundle savedInstanceState) {

// **TODO** Auto-generated method stub

**super**.onCreate(savedInstanceState);

addPreferencesFromResource(R.xml.*prefs*);

}

Do not write any code just right click Source🡪override/Implement method

And do according to it.

2)Now register the PrefsActivity to Androidmanifest.xml (you know it very well).

**Now Activity is Ready but the question is how to launch it ?**

We would use Option Menu to do that

**Option Menu :**

Options menu is an Android user interface component that provides standardized menus to applications. The menus appear at the bottom of the screen when the user presses *Menu* button on the device.

[t](http://ofps.oreilly.com/titles/9781449390501/Android_Preferences.html)

To add support for options menu to an application, we need to do the following:

1. Create menu.xml resource where we specify what the menu consists of.
2. Add onCreateOptionsMenu() to the activity that we want to provide this menu. This is where we inflate the menu.xml resource.
3. Provide handling of menu events in onOptionsItemSelected().

**Step 1 create menu.xml resource**

 File→New…→Android XML to launch New Android XML File dialog or press the @ button to start that dialog

Select the type “Menu” and for File enter “menu.xml” and click Finish

Menu.xml should be like this

<?xml version=*"1.0"* encoding=*"utf-8"*?>

<menu xmlns:android=*"http://schemas.android.com/apk/res/android"* >

<item android:id=*"@+id/item\_start\_service"* android:title=*"@string/start\_service"*></item>

<item android:id=*"@+id/item\_stop\_service"* android:title=*"@string/stop\_service"*></item>

<item android:id=*"@+id/item\_refresh"* android:title=*"@string/refresh"*></item>

<item android:id=*"@+id/itemPrefs"* android:title=*"@string/titlePrefs"*

android:icon=*"@android:drawable/ic\_menu\_preferences"*></item>

</menu>

**Update your Activity to Load the Menu**

In my case the name of the Activity is “AOA1Activity”