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| Category | Symbian C++ | Subcategory | UI, UI components |

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Overview

Applying actions on list box items

Description

Below is a code snippet demonstrating how to apply actions on a list box item selected by the user.

The code to create a simple list box can be obtained from the link below:

http://wiki.forum.nokia.com/index.php/How_to_create_a_simple_listbox

It is possible to apply any actions (e.g., displaying a popup or a dialog) by catching key events for a list box that currently has keyboard focus. This is done in the OfferKeyEventL() function of the container class that owns the list box.

Solution

```
TKeyResponse CMyExampleAppView::OfferKeyEventL(const TKeyEvent& aKeyEvent, TEventCode
aType)
{
    if(aType != EEventKey)
    {
        return EKeyWasNotConsumed;
    }
    switch(aKeyEvent.iCode)
    {
        case EKeyUpArrow:
        case EKeyDownArrow:
        {
            // Forward up and down key press events to the list box

```

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```
    return iListBox->OfferKeyEventL( aKeyEvent, aType );
}
case EKeyOK: // display an information note when item is selected
{
    _LIT(KFormatMessage, "Selected item: %d");
    TInt idx = iListBox->CurrentItemIndex();
    TBuf<32> message;
    message.Format(KFormatMessage, idx);
    CAknInformationNote* Note = new (ELeave) CAknInformationNote;
    Note->ExecuteLD(message);
    return EKeyWasConsumed;
}
default:
    break;
}

return EKeyWasNotConsumed;
}
```

Also make sure to add this line

```
AddToStackL( iAppView );
```

in AppUi?s ConstructL() to add the view/container to the control stack and receive OfferKeyEventL() calls.