**IN Last Session we make menu’s and toaster Now in this session we will give each menu an action. (on the click of any menu a unique toaster will be appeared)**

1. Press shortcut **“Ctrl + O”** and select **onOptionsItemSelected()** function .
2. Now here we use when condition like that with toaster to implement the conditions. You can learn when condition from this link. [Conditional Statments in Kotlins](https://kotlinlang.org/docs/reference/control-flow.html)

// Give Action to menu  
override fun onOptionsItemSelected(item: MenuItem): Boolean {  
 when (item.*itemId*) {  
 R.id.*Item\_1* -> Toast.makeText(this,"Cloud",Toast.*LENGTH\_LONG*).show()  
 R.id.*Item\_2* -> Toast.makeText(this,"Text 2",Toast.*LENGTH\_LONG*).show()  
 R.id.*item\_3* -> Toast.makeText(this,"Text 3",Toast.*LENGTH\_LONG*).show()  
 R.id.*subitem\_1* -> Toast.makeText(this,"SubText 1",Toast.*LENGTH\_LONG*).show()  
 R.id.*subitem\_2* -> Toast.makeText(this,"SubText 2",Toast.*LENGTH\_LONG*).show()  
 else -> {  
 return super.onOptionsItemSelected(item)  
 }  
 }  
 return super.onOptionsItemSelected(item)  
}

1. Run your Resource File. And click on any menu .

