Adding menu Functionality - Method to be added in the Ui_MainWindow class

Note: When using this code in our script, make sure that the indents appear correctly otherwise you may get an error.

```python
def menufunction(self, action):
        txt= (action.text())
        no=int(self.t1.text())
        print (txt, no)
        if txt =='Square':
            self.t2.setText(str(no*no))
        if txt =='Cube':
            self.t2.setText(str(no*no*no))
        if txt =='SqrRoot':
            self.t2.setText(str(math.sqrt(no)))
        if txt=='CubeRoot':
            self.t2.setText(str(math.pow(no,1/3)))
```

Event handler for File Menu - Statement in the setupUI method

self.menuFile.triggered[QtWidgets.QAction].connect(self.menufunction)

Context Menu - Method to be added in the Ui_MainWindow class

```python
def context_menu(MainWindow):
        menu = QtWidgets.QMenu()
        menu.addAction("First option")
        menu.addAction("Second option")
        menu.addAction(":)")
        menu.exec_(QtGui.QCursor.pos())
```