**Step 1: Set Up Your Project**

1. Open Android Studio and create a new project.
2. Choose an Empty Activity template and Kotlin as the programming language.

**Step 2: Add Menu Resource File**

Create a new XML file for the menu resource:

#### res/menu/main\_menu.xml

This XML defines a menu with a single item (**@+id/menu\_item**) that has a submenu. The submenu contains three items (**@+id/submenu\_’item1’**, **@+id/submenu\_’item2’**, **@+id/submenu\_’item3’**).

### Step 3: Inflate Menu in MainActivity

Inflate the menu resource in the **onCreateOptionsMenu** method of MainActivity:

import android.os.Bundle

import android.view.Menu

import android.view.MenuItem

import android.widget.Toast

import androidx.appcompat.app.AppCompatActivity

class MainActivity : AppCompatActivity() {

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

}

override fun onCreateOptionsMenu(menu: Menu) = super.onCreateOptionsMenu(menu).also {

menuInflater.inflate(R.menu.main\_menu, menu)

}

override fun onOptionsItemSelected(item: MenuItem) = showToast(

when (item.itemId) {

R.id.submenu\_item1 -> "Submenu item 1 selected"

R.id.submenu\_item2 -> "Submenu item 2 selected"

R.id.submenu\_item3 -> "Submenu item 3 selected"

else -> return super.onOptionsItemSelected(item)

}

).let { true }

private fun showToast(message: String) =

Toast.makeText(this, message, Toast.LENGTH\_SHORT).show()

}

### Step 4: Test Your Application