

lib &gt; popupmenu.dart &gt; popup &gt; build

```
1 import 'package:flutter/material.dart';
2
3 class popup extends StatelessWidget {
4   popup({Key? key}) : super(key: key);
5   Widget build(BuildContext context) {
6     return MaterialApp(
7       debugShowCheckedModeBanner: false,
8       title: "Popup Menu Button",
9       home: Scaffold(
10        appBar: AppBar(
11          backgroundColor: Colors.deepPurpleAccent,
12          title: Text("Popup Menu"),
13          actions: [
14            PopupMenuButton(
15              icon: Icon(Icons.more_vert),
16              itemBuilder: (context) => [
17                PopupMenuItem(child: Text("Settings")),
18                PopupMenuItem(child: Text("Search")),
19                PopupMenuItem(child: Text("Update")),
20                PopupMenuItem(child: Text("About")),
21              ],
22            ) // PopupMenuButton
23          ],
24        ), // AppBar // Scaffold
25      ); // MaterialApp
26    }
27  }
28
29 void main() {
30   runApp(MaterialApp(
31     home: popup(),
```

 Dart