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Java AWT MenuItem and Menu

The object of MenuItem class adds a simple labeled menu item on menu. The items used in a menu must belong to the MenuItem or any of its subclass.

The object of Menu class is a pull down menu component which is displayed on the menu bar. It inherits the MenuItem class.

AWT MenuItem class declaration

```
public class MenuItem extends M
```

AWT Menu class declaration

```
public class Menu extends Menu
```

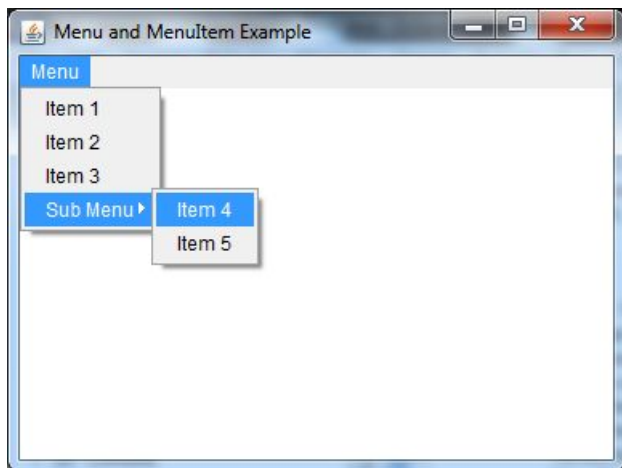## Java AWT MenuItem and Menu Example

```
import java.awt.*;
class MenuExample
{
    MenuExample(){
        Frame f= new Frame("Men
        MenuBar mb=new MenuBar
        Menu menu=new Menu("M
        Menu submenu=new Menu
        MenuItem i1=new MenuIt
        MenuItem i2=new MenuIt
        MenuItem i3=new MenuIt
        MenuItem i4=new MenuIt
        MenuItem i5=new MenuIt
        menu.add(i1);
        menu.add(i2);
        menu.add(i3);
        submenu.add(i4);
        submenu.add(i5);
        menu.add(submenu);
        mb.add(menu);
        f.setMenuBar(mb);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
}
public static void main(String arg
{
new MenuExample();
}
}
```

Output:

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