

//Popup Menu

1- Créer un dossier Menu dans le dossier Ressources

2- Dans le dossier Menu créer un fichier menu.xml

3- dans le fichier menu ajouter le menu suivant :

```
<?xml version="1.0" encoding="utf-8" ?>
```

```
<menu
```

```
    xmlns:android="http://schemas.android.com/apk/res/android"
```

```
    xmlns:tools="http://schemas.android.com/tools"
```

```
    xmlns:Content=".MainActivity"
```

```
    >
```

```
    <item
```

```
        android:id="@+id/menu1"
```

```
        android:title="Nouveau"
```

```
    />
```

```
    <item
```

```
        android:id="@+id/menu2"
```

```
        android:title="Ouvrir"
```

```
    />
```

```
</menu>
```

Ajouter un bouton à votre layout

```
        Button b1;
```

```
protected override void onCreate(Bundle savedInstanceState)
```

```
{
    base.onCreate(savedInstanceState);
```

```
        // Set our view from the "main" layout resource
```

```
        setContentView(Resource.Layout.layout1);
```

```
        // Set our view from the "main" layout resource
```

```
        b1 = findViewById<Button>(Resource.Id.button1);
```

```
        b1.Click += affiche;    }
```

```
private void affiche(object sender, EventArgs e)
```

```
{
    PopupMenu menu = new PopupMenu(this, b1);
```

```
    menu.MenuInflater.Inflate(Resource.Menu.menu,
```

```
    menu.Menu);
```

```
    menu.MenuItemClick += (s, arg) =>
```

```
    {
```

```
        Toast.MakeText(this,
```

```
arg.Item.TitleFormatted, ToastLength.Short).Show();
```

```
    };
```

```
    menu.Show();
```

```
}}}
```