



```
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
  home: MyApp(),
));

class MyApp extends StatefulWidget {
  @override
  _MyAppState createState() => _MyAppState();
}

class _MyAppState extends State<MyApp> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('PopupMenuButton'),
        actions: <Widget>[
          PopupMenuButton(
            itemBuilder: (context) => [
              PopupMenuItem(
                value: '1',
                child: Text('Pilihan 1'),
              ),
              PopupMenuItem(
                value: '2',
                child: Text('Pilihan 2'),
              ),
            ],
          ),
        ],
      ),
    );
  }
}
```

```
    ),  
    PopupMenuItem(  
      value: '3',  
      child: Text('Pilihan 3'),  
    ),  
    PopupMenuItem(  
      value: 'Logout',  
      child: Row(  
        children: <Widget>[  
          Icon(  
            Icons.exit_to_app,  
            color: Colors.black,  
          ),  
          Text(' Logout')  
        ],  
      ),  
    ),  
  ],  
),  
],  
),  
);  
}  
}
```