Menubars
Menubar Structure and Configuration in wxWidgets

The 3 Components to a Menubar in a Program
1. wxMenuBar
    1. This is the entire menubar portion on the top of your window. This contains an array of wxMenus.
2. wxMenu
    1. A clickable option from wxMenuBar, for example File or Help in a typical program. This contains an array of wxMenuItems.
3. wxMenuItem
    1. A clickable option presented from a wxMenu, such as navigating File > Preferences to open the options within a program.

Constructors
wxMenubar & wxMenu
- We treat wxMenu and wxMenubar as vectors, thus their constructors may be empty as we append items later on.

wxMenuItem (**line 12 for visualization**)
- nullptr **~ Parent menu, you may set this later like how I have**
- wxID_EXIT **~ It's ID**
- "Exit" **~ It's button's text**
- "Closes the program" **~ What happens when you hover your cursor over the object**
- wxITEM_NORMAL **~ Menu item type (**[flag options](#)**)**
- nullptr **~ If we'd like to create a sub-menu from this**

Adding Objects (Using Append(...))
Adding wxMenuItem to wxMenu **~ Line 20**
- No wxString name argument is needed after adding a wxMenuItem.

Adding wxMenu to wxMenuBar **~ Line 36 & 37**
- Personally, I found that if I hadn't reentered the wxMenu's name within Append, this would not work. Thus, you see:

menu->Append(fileMenu, "File");

rather then

menu->Append(fileMenu);