Adding menu Functionality - Method to be added in the Ui\_MainWindow class

Note: When using this code in our script, make sure that the indents appear correctly otherwise you may get an error.

def menufunction(self, action):

txt= (action.text())

no=int(self.t1.text())

print (txt, no)

if txt =='Square':

self.t2.setText(str(no\*no))

if txt =='Cube':

self.t2.setText(str(no\*no\*no))

if txt =='SqrRoot':

self.t2.setText(str(math.sqrt(no)))

if txt=='CubeRoot':

self.t2.setText(str(math.pow(no,1/3)))

Event handler for File Menu - Statement in the setupUI method

*self.menuFile.triggered[QtWidgets.QAction].connect(self.menufunction)*

Context Menu - Method to be added in the Ui\_MainWindow class

def context\_menu(MainWindow):

menu = QtWidgets.QMenu()

menu.addAction("First option")

menu.addAction("Second option")

menu.addAction(":)")

menu.exec\_(QtGui.QCursor.pos())

def menufunction(self, action):

if txt =='New Team':

print("New Team")

if txt =='Open Team':

print("Open Team")

if txt =='Save Team':

print("Save Team")

if txt=='Evaluate Team':

print("Evaluate Team")