

# Java AWT MenuItem and Menu



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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.

# Java AWT MenuItem and Menu :



## AWT MenuItem class declaration

- **public class MenuItem extends MenuComponent implements Accessible**

## AWT Menu class declaration

- **public class Menu extends MenuItem implements MenuContainer, Accessible**

# Java AWT MenuItem and Menu : Example



```
import java.awt.*;
class MenuExample
{
    MenuExample(){
        Frame f= new Frame("Menu and MenuItem Example");
        MenuBar mb=new MenuBar();
        Menu menu=new Menu("Menu");
        Menu submenu=new Menu("Sub Menu");
        MenuItem i1=new MenuItem("Item 1");
        MenuItem i2=new MenuItem("Item 2");
        MenuItem i3=new MenuItem("Item 3");
        MenuItem i4=new MenuItem("Item 4");
        MenuItem i5=new MenuItem("Item 5");
```

# Java AWT MenuItem and Menu : Example



```
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);
```

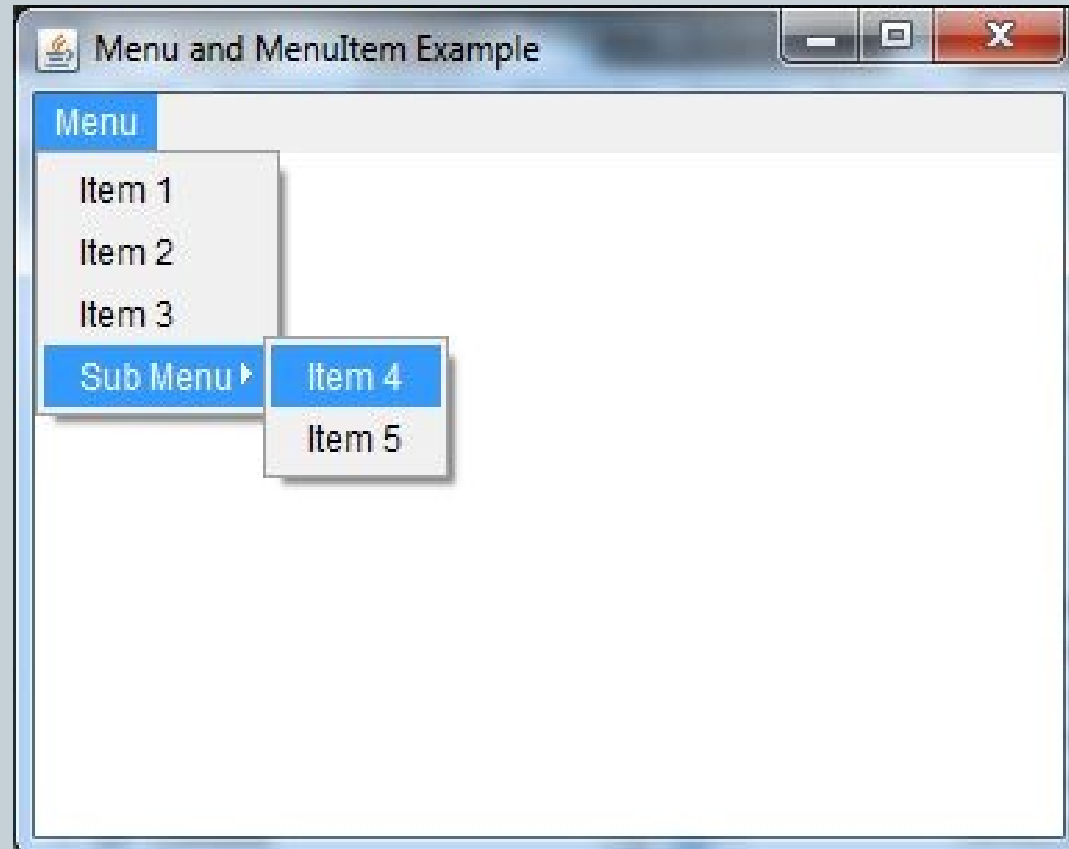
# Java AWT MenuItem and Menu : Example



```
f.setLayout(null);  
    f.setVisible(true);  
}
```

```
public static void main(String args[])  
{  
    new MenuExample();  
}  
}
```

# Java AWT MenuItem and Menu : Example





Thank you!

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