

popMenu.xml

```
<?xml version = "1.0" encoding="utf-8"?>
<menu xmlns:android = "http://schemas.android.com/apk/res/android">
    <item
        android:id = "@+id/file_settings"

        android:title = "Settings"
        android:showAsAction = "ifRoom" />

    <item
        android:id = "@+id/new_game1"

        android:title = "New File Settings"/>
    <item
        android:id = "@+id/help"

        android:title = "Help" />
    <item
        android:id = "@+id/about_app"

        android:title = "About app"/>
</menu>
```

Menu1.xml

```
<Button
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:text="Button"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:minWidth="25px"
    android:minHeight="25px"
    android:id="@+id/button1" />
```

MainActivity.cs

```
using Android.App;
using Android.OS;
using Android.Support.V7.App;
using Android.Runtime;
using Android.Widget;
using System;

namespace popUpMenu_1
{
    [Activity(Label = "@string/app_name", Theme = "@style/AppTheme", MainLauncher = true)]
    public class MainActivity : AppCompatActivity
    {
        protected override void OnCreate(Bundle bundle)
        {
            base.OnCreate(bundle);
            SetContentView(Resource.Layout.Main1);
            Button button1 = FindViewById<Button>(Resource.Id.button1);

            button1.Click += delegate
            {
                PopupMenu menu = new PopupMenu(this, button1);
                menu.Inflate(Resource.Menu.popMenu);
                menu.Show();
            };

            //showPopupMenu.Click += (s, arg) => {
            //    PopupMenu menu = new PopupMenu(this, showPopupMenu);
            //    menu.Inflate(Resource.Menu.popMenu);

            //    menu.MenuItemClick += (s1, arg1) => {
            //        Console.WriteLine("{0} selected", arg1.Item.TitleFormatted);
            //    };

            //    menu.DismissEvent += (s2, arg2) => {
            //        Console.WriteLine("menu dismissed");
            //        Toast.MakeText(this, "menu dismissed", ToastLength.Long).Show();
            //    };
            //    menu.Show();
            //};
        }
    }
}
```