

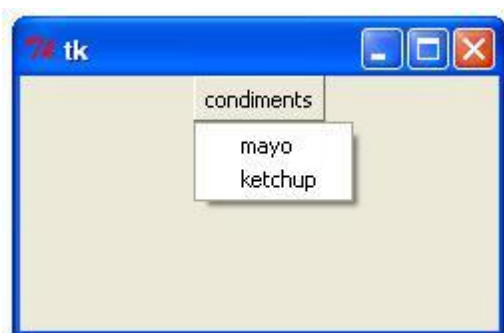
```
mb= Menubutton ( top, text="condiments", relief=RAISED )
mb.grid()
mb.menu = Menu ( mb, tearoff = 0 )
mb["menu"] = mb.menu

mayoVar = IntVar()
ketchVar = IntVar()

mb.menu.add_checkbutton ( label="mayo",
                           variable=mayoVar )
mb.menu.add_checkbutton ( label="ketchup",
                           variable=ketchVar )

mb.pack()
top.mainloop()
```

When the above code is executed, it produces the following result:



9. Menu

The goal of this widget is to allow us to create all kinds of menus that can be used by our applications. The core functionality provides ways to create three menu types: pop-up, toplevel and pull-down.