**Julio Pochet - M7 Discussion: Menus & FXML – Building Real JavaFX Apps**

This week I explored **JavaFX Menus** and **FXML Program Development**, and I was surprised how quickly a basic app can start to feel like a real desktop program just by adding a menu bar.

Menus are essential in most apps, since they help users quickly find common actions like saving, copying, or exiting the program. In JavaFX, we can define menus in FXML using <MenuBar>, <Menu>, and <MenuItem>. What I liked most is that we don’t have to write a bunch of layout code in Java, we can just connect FXML elements to controller methods using onAction.

Here’s an example with multiple menus:

<MenuBar>

<menus>

<Menu text="File">

<items>

<MenuItem text="New" onAction="#handleNew"/>

<MenuItem text="Open" onAction="#handleOpen"/>

<MenuItem text="Save" onAction="#handleSave"/>

<SeparatorMenuItem/>

<MenuItem text="Exit" onAction="#handleExit"/>

</items>

</Menu>

<Menu text="Edit">

<items>

<MenuItem text="Cut" onAction="#handleCut"/>

<MenuItem text="Copy" onAction="#handleCopy"/>

<MenuItem text="Paste" onAction="#handlePaste"/>

</items>

</Menu>

<Menu text="Help">

<items>

<MenuItem text="About" onAction="#handleAbout"/>

</items>

</Menu>

</menus>

</MenuBar>

And the controller in Java connects it all:

@FXML private void handleNew() { System.out.println("New File created"); }

@FXML private void handleOpen() { System.out.println("Open File"); }

@FXML private void handleSave() { System.out.println("Save File"); }

@FXML private void handleCut() { System.out.println("Cut"); }

@FXML private void handleCopy() { System.out.println("Copy"); }

@FXML private void handlePaste() { System.out.println("Paste"); }

@FXML private void handleAbout() { System.out.println("About this app"); }

@FXML private void handleExit() { System.exit(0); }

Combining this with **FXML Program Development** makes the project more organized. The FXML file handles layout and structure, while the controller file handles logic. It’s easier to debug and looks way cleaner, especially when using Scene Builder to design the UI.

**Question for the class:**  
What menu items would you include if you were building your own productivity app, like a to-do list or note-taking app?