For Popup Menu

Code

1. activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
 <androidx.constraintlayout.widget.ConstraintLayout
 xmlns:android="http://schemas.android.com/apk/res/android"
   xmlns:app="http://schemas.android.com/apk/res-auto"
   xmlns:tools="http://schemas.android.com/tools"
   android:layout_width="match_parent"
   android:layout_height="match_parent"
   tools:context="com.popup.MainActivity">
    <Button
      android:id="@+id/clickBtn"
      android:layout_width="wrap_content"
      android:layout_height="wrap_content"
      android:background="#0F9D58"
      android:text="@string/click_me"
      android:textColor="#ffffff"
      app:layout_constraintBottom_toBottomOf="parent"
      app:layout_constraintLeft_toLeftOf="parent"
      app:layout_constraintRight_toRightOf="parent"
      app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

2. MainActivity.java

```
package com.popup;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.MenuItem;
import android.view.View;
import android.widget.Button;
```

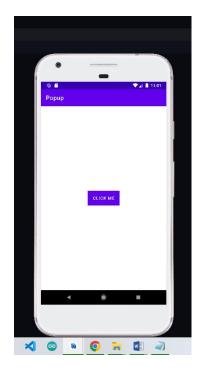
```
import android.widget.PopupMenu;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    // Referencing and Initializing the button
    Button button = (Button) findViewById(R.id.clickBtn);
    // Setting onClick behavior to the button
    button.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View view) {
         // Initializing the popup menu and giving the reference as current context
         PopupMenu popupMenu = new PopupMenu(MainActivity.this, button);
         // Inflating popup menu from popup_menu.xml file
         popupMenu.getMenuInflater().inflate(R.menu.popup_menu, popupMenu.getMenu());
         popupMenu.setOnMenuItemClickListener(new PopupMenu.OnMenuItemClickListener() {
           @Override
           public boolean onMenuItemClick(MenuItem menuItem) {
             // Toast message on menu item clicked
             Toast.makeText(MainActivity.this, "You Clicked " + menuItem.getTitle(),
Toast.LENGTH_SHORT).show();
             return true;
           }
         });
         // Showing the popup menu
         popupMenu.show();
       }
    });
  }
}
```

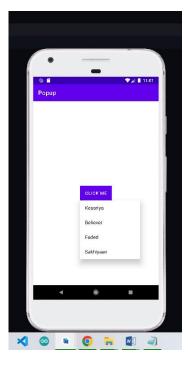
3. colors.xml

</menu>

```
<?xml version="1.0" encoding="utf-8"?>
   <resources>
     <color name="purple_200">#FFBB86FC</color>
     <color name="purple_500">#FF6200EE</color>
     <color name="purple_700">#FF3700B3</color>
     <color name="teal_200">#FF03DAC5</color>
     <color name="teal_700">#FF018786</color>
     <color name="black">#FF0000</color>
     <color name="white">#FFFFFFF<//color>
   </resources>
4. popup_menu.xml
   <?xml version="1.0" encoding="utf-8"?>
   <menu xmlns:android="http://schemas.android.com/apk/res/android">
     <item
       android:id="@+id/java"
       android:title="Java" />
     <item
       android:id="@+id/kotlin"
       android:title="Kotlin"/>
     <item
       android:id="@+id/android"
       android:title="Android"/>
     <item
       android:id="@+id/react_native"
       android:title="React Native" />
```

Output for Popup Menu







For ContextMenu

Code

1. activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<!-- Relative Layout to display all the details -->
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/relLayout"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:background="#fff"
  android:padding="16dp"
  tools:context="com.example.context_menu.MainActivity">
  <TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="20dp"
    android:text="@string/long_press_me"
    android:textColor="#000"
    android:textSize="20sp"
    android:textStyle="bold" />
</RelativeLayout>
```

2. MainActivity.java

```
package com.example.context_menu;
import android.graphics.Color;
import android.os.Bundle;
import android.view.ContextMenu;
import android.view.MenuItem;
import android.view.View;
import android.widget.RelativeLayout;
import android.widget.TextView;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
  TextView textView;
  RelativeLayout relativeLayout;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    // Link those objects with their respective id's that we have given in .XML file
    textView = (TextView) findViewById(R.id.textView);
    relativeLayout = (RelativeLayout) findViewById(R.id.relLayout);
    // here you have to register a view for context menu you can register any view
    // like listview, image view, textview, button etc
    registerForContextMenu(textView);
  }
```

```
@Override
  public void onCreateContextMenu(ContextMenu menu, View v, ContextMenu.ContextMenuInfo
menuInfo) {
    super.onCreateContextMenu(menu, v, menuInfo);
    // you can set menu header with title icon etc
    menu.setHeaderTitle("Choose a color");
    // add menu items
    menu.add(0, v.getId(), 0, "Black");
    menu.add(0, v.getId(), 0, "Gray");
    menu.add(0, v.getId(), 0, "Cyan");
  }
  // menu item select listener
  @Override
  public boolean onContextItemSelected(MenuItem item) {
    if (item.getTitle() == "Black") {
       relative Layout. set Background Color (Color. BLACK); \\
     } else if (item.getTitle() == "Gray") {
       relativeLayout.setBackgroundColor(Color.GRAY);
     } else if (item.getTitle() == "Cyan") {
```

relativeLayout.setBackgroundColor(Color.CYAN);

}

}

}

return true;

Output for Context Menu

