

## 15. Write a JavaFX program to implement the menu.

### Theory:

JavaFX provides a Menu class to implement menus. Menu is the main component of a any application. In JavaFX, javafx.scene.control.Menu class provides all the methods to deal with menus. This class needs to be instantiated to create a Menu.

The following sample of code shows the implementation of JavaFX menu.

```
MenuBar menubar = new MenuBar(); //creating MenuBar
Menu MenuName = new Menu("Menu Name"); //creating Menu
MenuItem MenuItem1 = new MenuItem("Menu Item 1 Name"); //creating Menu Item
MenuName.getItems().add(MenuItem1); //adding Menu Item to the Menu
menubar.getMenus().add(MenuName); //adding Menu to the MenuBar
```

### Source Code:

```
package application;
```

```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.*;
import javafx.scene.layout.BorderPane;
import javafx.stage.Stage;
```

```
public class MenuExample extends Application {
    public static void main(String[] args) {
        launch(args);
    }
```

```
@Override
```

```
public void start(Stage primaryStage) throws Exception {
    BorderPane root = new BorderPane();
    Scene scene = new Scene(root, 200, 300);
    MenuBar menubar = new MenuBar();
    Menu FileMenu = new Menu("File");
    MenuItem filemenu1 = new MenuItem("new");
    MenuItem filemenu2 = new MenuItem("Save");
    MenuItem filemenu3 = new MenuItem("Exit");
    Menu EditMenu = new Menu("Edit");
    MenuItem EditMenu1 = new MenuItem("Cut");
    MenuItem EditMenu2 = new MenuItem("Copy");
    MenuItem EditMenu3 = new MenuItem("Paste");
    EditMenu.getItems().addAll(EditMenu1, EditMenu2, EditMenu3);
    root.setTop(menubar);
    FileMenu.getItems().addAll(filemenu1, filemenu2, filemenu3);
    menubar.getMenus().addAll(FileMenu, EditMenu);
    primaryStage.setScene(scene);
    primaryStage.show();
    primaryStage.setTitle("MenuExample");
}
```

```
}  
}
```

**Output:**

