Experiment No. : 13

Title : Write a program to Create a Notepad

**Objectives**: 1. To study how to create Menus using swing control.

Theory:

How to Use Menus

A menu provides a space-saving way to let the user choose one of several options. Other components with which the user can make a one-of-many choice include combo boxes, lists, radio buttons, spinners, and tool bars.

Menus are unique in that, by convention, they aren't placed with the other components in the UI. Instead, a menu usually appears either in a *menu bar* or as a *popup menu*. A menu bar contains one or more menus and has a customary, platform-dependent location — usually along the top of a window. A popup menu is a menu that is invisible until the user makes a platform-specific mouse action, such as pressing the right mouse button, over a popup-enabled component. The popup menu then appears under the cursor.

The following figure shows many menu-related components: a menu bar, menus, menu items, radio button menu items, check box menu items, and separators. As you can see, a menu item can have either an image or text, or both. You can also specify other properties, such as font and color.
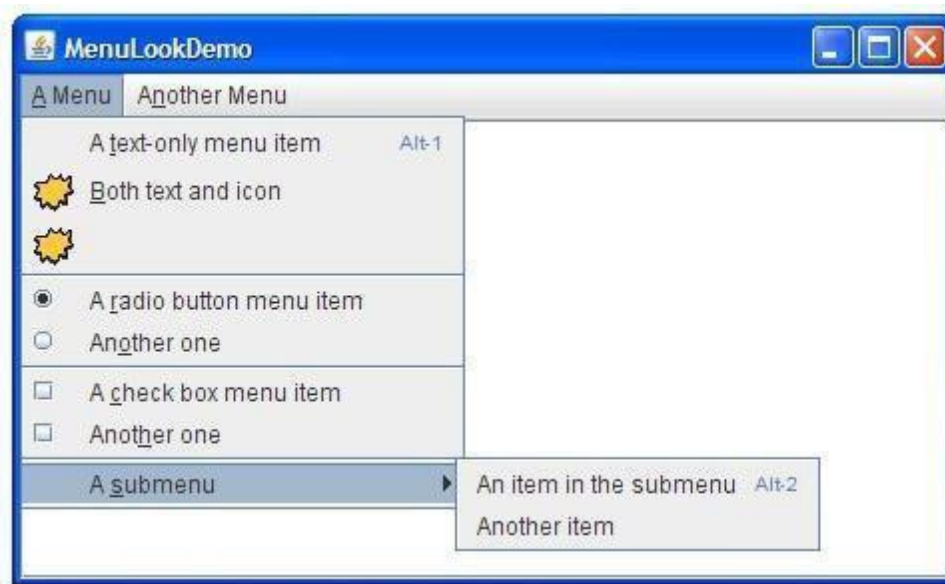
The Menu Component Hierarchy

Here is a picture of the inheritance hierarchy for the menu-related classes:

As the below figure shows, menu items (including menus) are simply buttons. You might be wondering how a menu, if it's only a button, shows its menu items. The answer is that when a menu is activated, it automatically brings up a popup menu that displays the menu items.
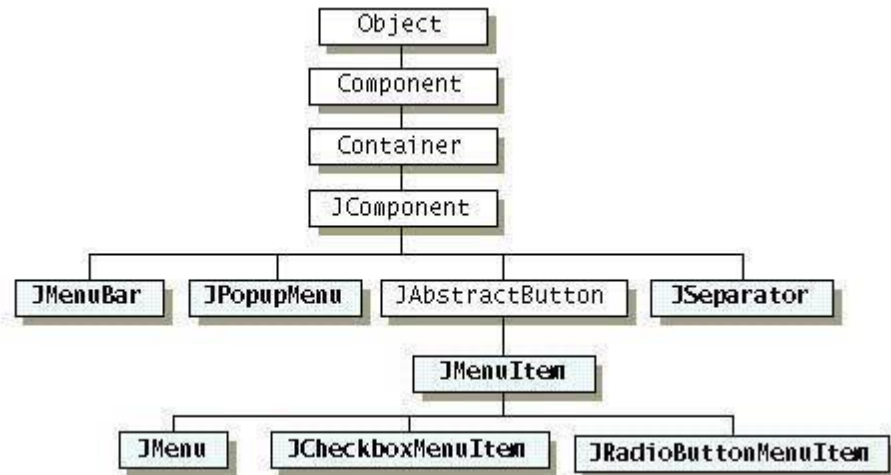
Algorithm:

1. Create a Frame with name MyNotepad

2. Create Menubar

3. Create Menu File, Edit, Format etc.

4. Use the Different Dialog Controls like opendialog, savedialog, fontdailog etc.

Key concepts: JFrame, JMenuBar, JMenu, JMenuItem .