

AWT POPUPMENU CLASS

http://www.tutorialspoint.com/awt/awt_popupmenu_control.htm

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Introduction

Popup menu represents a menu which can be dynamically popped up at a specified position within a component.

Class declaration

Following is the declaration for **java.awt.PopupMenu** class:

```
public class CheckboxMenuItem
    extends MenuItem
    implements ItemSelectable, Accessible
```

Class constructors

S.N.	Constructor & Description
1	PopupMenu Creates a new popup menu with an empty name.
2	PopupMenuStringlabel Creates a new popup menu with the specified name.

Class methods

S.N.	Method & Description
1	void addNotify Creates the popup menu's peer.
2	AccessibleContext getAccessibleContext Gets the AccessibleContext associated with this PopupMenu.
3	MenuContainer getParent Returns the parent container for this menu component.
4	void showComponentorigin, intx, inty Shows the popup menu at the x, y position relative to an origin component.

Methods inherited

This class inherits methods from the following classes:

- java.awt.MenuItem
- java.awt.MenuComponent
- java.lang.Object

PopupMenu Example

Create the following java program using any editor of your choice in say **D:/ > AWT > com > tutorialspoint > gui >**

AWTMenuDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;

public class AWTMenuDemo {
    private Frame mainFrame;
    private Label headerLabel;
    private Label statusLabel;
    private Panel controlPanel;

    public AWTMenuDemo(){
        prepareGUI();
    }

    public static void main(String[] args){
        AWTMenuDemo awtMenuDemo = new AWTMenuDemo();
        awtMenuDemo.showPopupMenuDemo();
    }

    private void prepareGUI(){
        mainFrame = new Frame("Java AWT Examples");
        mainFrame.setSize(400,400);
        mainFrame.setLayout(new GridLayout(3, 1));
        mainFrame.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent windowEvent){
                System.exit(0);
            }
        });
        headerLabel = new Label();
        headerLabel.setAlignment(Label.CENTER);
        statusLabel = new Label();
        statusLabel.setAlignment(Label.CENTER);
        statusLabel.setSize(350,100);

        controlPanel = new Panel();
        controlPanel.setLayout(new FlowLayout());

        mainFrame.add(headerLabel);
        mainFrame.add(controlPanel);
        mainFrame.add(statusLabel);
        mainFrame.setVisible(true);
    }

    private void showPopupMenuDemo(){
        final PopupMenu editMenu = new PopupMenu("Edit");

        MenuItem cutMenuItem = new MenuItem("Cut");
        cutMenuItem.setActionCommand("Cut");

        MenuItem copyMenuItem = new MenuItem("Copy");
        copyMenuItem.setActionCommand("Copy");
    }
}
```

```

MenuItem pasteMenuItem = new MenuItem("Paste");
pasteMenuItem.setActionCommand("Paste");

MenuItemListener menuItemListener = new MenuItemListener();

cutMenuItem.addActionListener(menuItemListener);
copyMenuItem.addActionListener(menuItemListener);
pasteMenuItem.addActionListener(menuItemListener);

editMenu.add(cutMenuItem);
editMenu.add(copyMenuItem);
editMenu.add(pasteMenuItem);

controlPanel.addMouseListener(new MouseAdapter() {
    public void mouseClicked(MouseEvent e) {
        editMenu.show(controlPanel, e.getX(), e.getY());
    }
});
controlPanel.add(editMenu);

mainFrame.setVisible(true);
}

class MenuItemListener implements ActionListener {
    public void actionPerformed(ActionEvent e) {
        statusLabel.setText(e.getActionCommand()
            + " MenuItem clicked.");
    }
}
}

```

Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
D:\AWT>javac com\tutorialspoint\gui\AWTMenuDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\AWT>java com.tutorialspoint.gui.AWTMenuDemo
```

Verify the following output. *Click in the middle on the screen.*



