

Menu bar

De Wiki

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[Menu bar](#)

As for a “classical” **GUI**, **GENIUS** proposes to have a main bar menu with the [GMenuBar](#) class (on the same principle as the swing [JMenuBar](#)).

First, we will have to create a class that extends [GPanel](#)

```
class myPanel extends GPanel {  
  
    myPanel () {  
    }  
  
}
```

In the constructor of this class, we will create the different items of the menu(s) using the [GMenuItem](#) class.

```
class myPanel extends GPanel {  
  
    private GMenuItem itemLoad ;  
    private GMenuItem itemSave;  
    private GMenuItem itemQuit;  
    private GMenuItem itemHelp;  
  
    myPanel () {  
  
        // We create menu items  
        itemLoad = new GMenuItem("Load");  
        itemSave = new GMenuItem("Save");  
        itemQuit = new GMenuItem("Quit");  
        itemHelp = new GMenuItem("?");  
  
    }  
  
}
```

Then, we will create the different menu(s) present in the [GMenuBar](#) using the [GMenu](#) class and associate items to this menu(s) using the [add\(\)](#) method.

```
class myPanel extends GPanel {  
  
    private GMenuItem itemLoad ;  
    private GMenuItem itemSave;  
    private GMenuItem itemQuit;
```

```

private JMenuItem itemHelp;

private GMenu fileMenu;
private GMenu aboutMenu;

myPanel () {

    // We create menu items
    itemLoad = new JMenuItem("Load");
    itemSave = new JMenuItem("Save");
    itemQuit = new JMenuItem("Quit");
    itemHelp = new JMenuItem("?");

    // We create the "File" and the "About" menu containing the previous
items
    fileMenu= new GMenu("File");
    aboutMenu= new GMenu("About");

    // We link items to menus
    fileMenu.add(itemLoad);
    fileMenu.add(itemWrite);
    fileMenu.add(itemQuit);
    aboutMenu.add(itemHelp);

}

}

```

We will initialize the menubar using the [GMenuBar](#) class, associate menu(s) to the menubar using the [add\(\)](#) method and create a [getMenuBar\(\)](#) method that will return it.

```

class myPanel extends GPanel {

    private JMenuItem itemLoad ;
    private JMenuItem itemSave;
    private JMenuItem itemQuit;
    private JMenuItem itemHelp;

    private GMenu fileMenu;
    private GMenu aboutMenu;

    private GMenuBar bar;

    myPanel () {

        // We create menu items
        itemLoad = new JMenuItem("Load");
        itemSave = new JMenuItem("Save");
        itemQuit = new JMenuItem("Quit");
        itemHelp = new JMenuItem("?");
    }
}

```

```

        // We create the "File" and the "About" menu containing the previous
items
        fileMenu= new GMenu("File");
        aboutMenu= new GMenu("About");

        // We link items to menus
        fileMenu.add(itemLoad);
        fileMenu.add(itemWrite);
        fileMenu.add(itemQuit);
        aboutMenu.add(itemHelp);

        // Menu Bar initialization
        bar = new GMenuBar(this);
        bar.add(fileMenu);
        bar.add(aboutMenu);

    }

    public GMenuBar getBar() { return bar; }

}

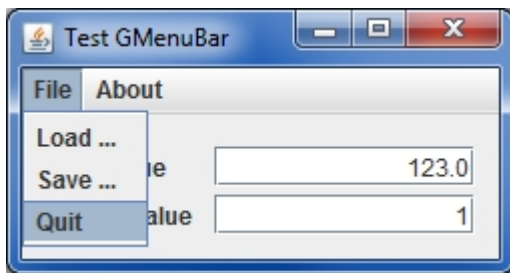
```

The [GMenuBar](#) will be associated to the main frame as this:

```

myPanel pan = new MyPanel();
GFrame frame = new GFrame("Test GChoice", pan, pan.getBar());

```



At last, we will check the action on this menu bar using the [GListener](#) interface:

```

public void after(GEvent e) throws Exception {

    if (e.contains(itemQuit) ){
        System.exit(0);
    }

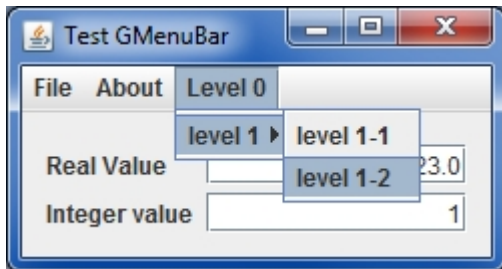
}

```

Note that since the V1.2 version, it is now possible to get several menu levels.

```
level1Menu = new GMenu("level 1");
itemLevel11 = new GMenuItem("level 1-1");
itemLevel12 = new GMenuItem("level 1-2");
level1Menu.add(itemLevel11);
level1Menu.add(itemLevel12);

// FileMenu initialization
level0Menu = new GMenu("Level 0");
level0Menu.add(level1Menu);
```



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