1 import javafx.application.Application;

2 import javafx.event.ActionEvent;

3 import javafx.scene.Scene;

4 import javafx.scene.control.\*;

5 import javafx.scene.layout.StackPane;

6 import javafx.scene.paint.Color;

7 import javafx.stage.Stage;

8

9 public class PopUpMenu extends Application

10 {

11 Label aLabel;

12 MenuItem red, green, blue, black, orange;

13

14 @Override

15 public void start(Stage primaryStage)

16 {

17 // Create the pop-up menu

18 ContextMenu popUpMenu = new ContextMenu();

19

20 // Create the menu items and event handler

21 red = new MenuItem("Red");

22 green = new MenuItem("Green");

23 blue = new MenuItem("Blue");

24 black = new MenuItem("Black");

25 orange = new MenuItem("Orange");

26 red.setOnAction(e-> colorChangeHandler(e));

27 green.setOnAction(e-> colorChangeHandler(e));

28 blue.setOnAction(e-> colorChangeHandler(e));

29 black.setOnAction(e-> colorChangeHandler(e));

30 orange.setOnAction(e-> colorChangeHandler(e));

31 SeparatorMenuItem separator1= new SeparatorMenuItem();

32

33 // Add the menu items to the menu

34 popUpMenu.getItems().addAll(red, green, blue, separator1,

35 black, orange);

36

37 // Create a component and associate it with the menu

38 aLabel = new Label("Right click this text to change its color");

39 aLabel.setTextFill(Color.BLUE);

40 aLabel.setContextMenu(popUpMenu);

41

42 StackPane root = new StackPane();

43 root.getChildren().add(aLabel);

44

45 Scene scene = new Scene(root, 300, 150);

46

47 primaryStage.setTitle("Pop-Up Menu");

48 primaryStage.setScene(scene);

48 primaryStage.show();

49 }

50

51 public void colorChangeHandler(ActionEvent e)

52 {

53 if(e.getSource() == red)

54 {

55 aLabel.setTextFill(Color.RED);

56 }

57 else if(e.getSource() == green)

58 {

59 aLabel.setTextFill(Color.GREEN);

60 }

61 else if(e.getSource() == blue)

62 {

63 aLabel.setTextFill(Color.BLUE);

64 }

65 else if(e.getSource() == black)

66 {

67 aLabel.setTextFill(Color.BLACK);

68 }

69 else if(e.getSource() == orange)

70 {

71 aLabel.setTextFill(Color.ORANGE);

72 }

73

74 public static void main(String[] args)

75 {

76 launch(args);

77 }

78 }

**Figure 12.13**

The application PopUpMenu.