

Class `java.awt.MenuItem`

```
java.lang.Object
|
+----java.awt.MenuComponent
|
+----java.awt.MenuItem
```

public class **MenuItem**
extends [MenuComponent](#)

A String item that represents a choice in a menu.

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Constructs a new MenuItem with the specified label.

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Makes this menu item unselectable by the user.
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Checks if the menu item is enabled.
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Returns the String parameter of the menu item.

o **setLabel**(String)

Sets the label to be the specified label.

Constructors

o **MenuItem**

```
public MenuItem(String label)
```

Constructs a new MenuItem with the specified label.

Parameters:

label – the label for this menu item. Note that "-" is reserved to mean a separator between menu items.

Methods

o **addNotify**

```
public synchronized void addNotify()
```

Creates the menu item's peer. The peer allows us to modify the appearance of the menu item without changing its functionality.

o **getLabel**

```
public String getLabel()
```

Gets the label for this menu item.

o **setLabel**

```
public void setLabel(String label)
```

Sets the label to be the specified label.

Parameters:

label – the label for this menu item

o **isEnabled**

```
public boolean isEnabled()
```

Checks if the menu item is enabled.

o **enable**

```
public void enable()
```

Makes this menu item selectable by the user.

o enable

```
public void enable(boolean cond)
```

Conditionally enables a component.

Parameters:

cond – enabled if true; disabled otherwise.

See Also:

[enable](#), [disable](#)

o disable

```
public void disable()
```

Makes this menu item unselectable by the user.

o paramString

```
public String paramString()
```

Returns the String parameter of the menu item.

Overrides:

[paramString](#) in class [MenuComponent](#)