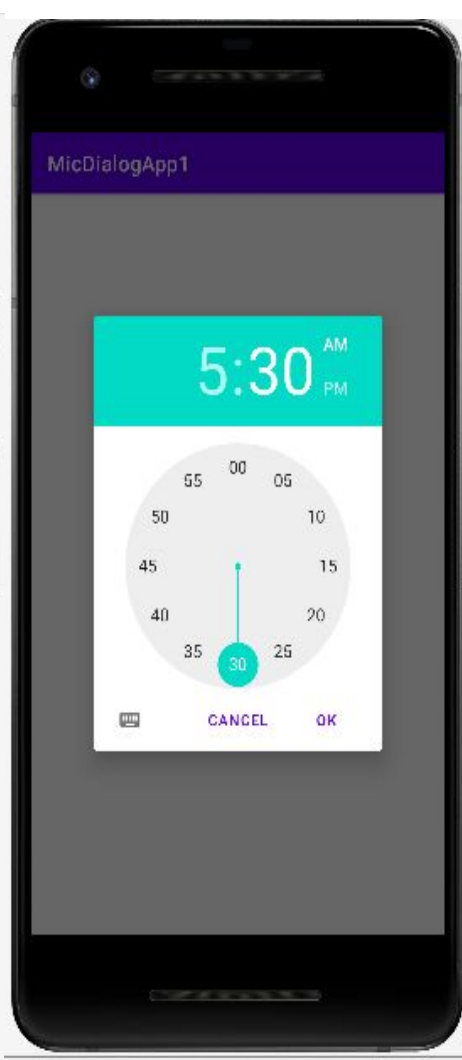
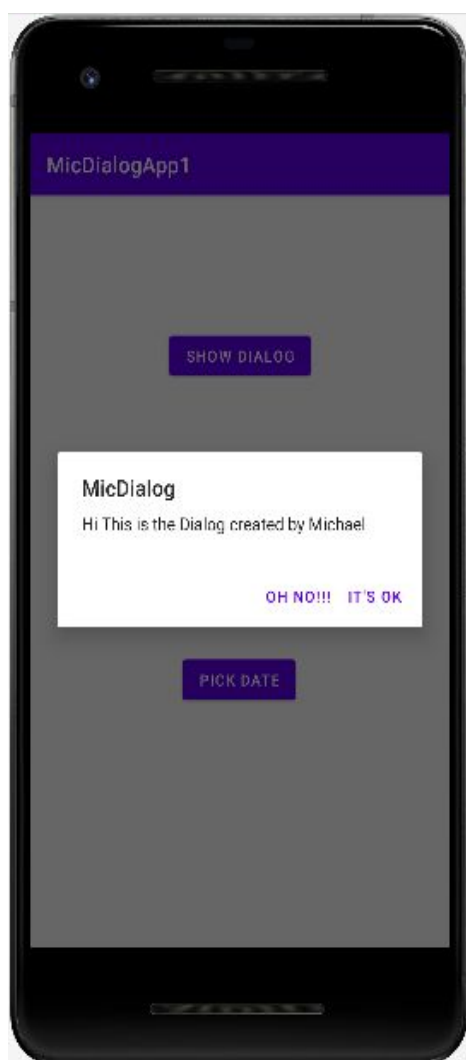
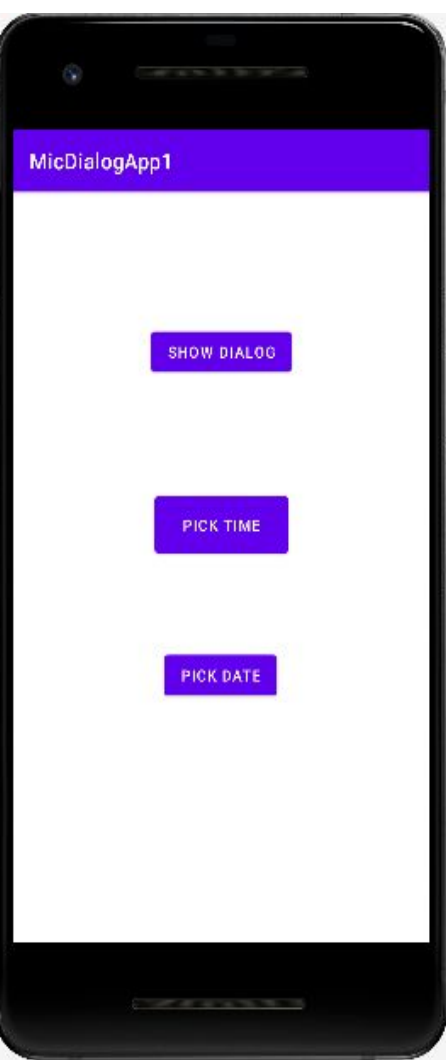


Mobile application using different dialogs

Experiment - 3



Structure of MainActivity.java

```
package com.example.micdialogapp1;

import ...

public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
    public void btn_show_dialog(View v)
    {...}
    public void btn_pick_time(View v)
    {...}
    public void btn_pick_date(View v)
    {...}
}
```

Method in Main Activity to execute when “Pick Time” button is clicked

```
public void btn_pick_time(View v)
{
    int dH,dMin;
    Calendar c=Calendar.getInstance();
    dH=c.get(Calendar.HOUR);
    dMin=c.get(Calendar.MINUTE);
    TimePickerDialog tpd=new TimePickerDialog( context: this, new TimePickerDialog.OnTimeSetListener() {
        @Override
        public void onTimeSet(TimePicker timePicker, int i, int i1) {
            Toast.makeText( context: MainActivity.this, text: i+"H:,"+i1+"m", Toast.LENGTH_SHORT).show();
        }
    }, dH, dMin, is24HourView: false);
    tpd.show();
}
```

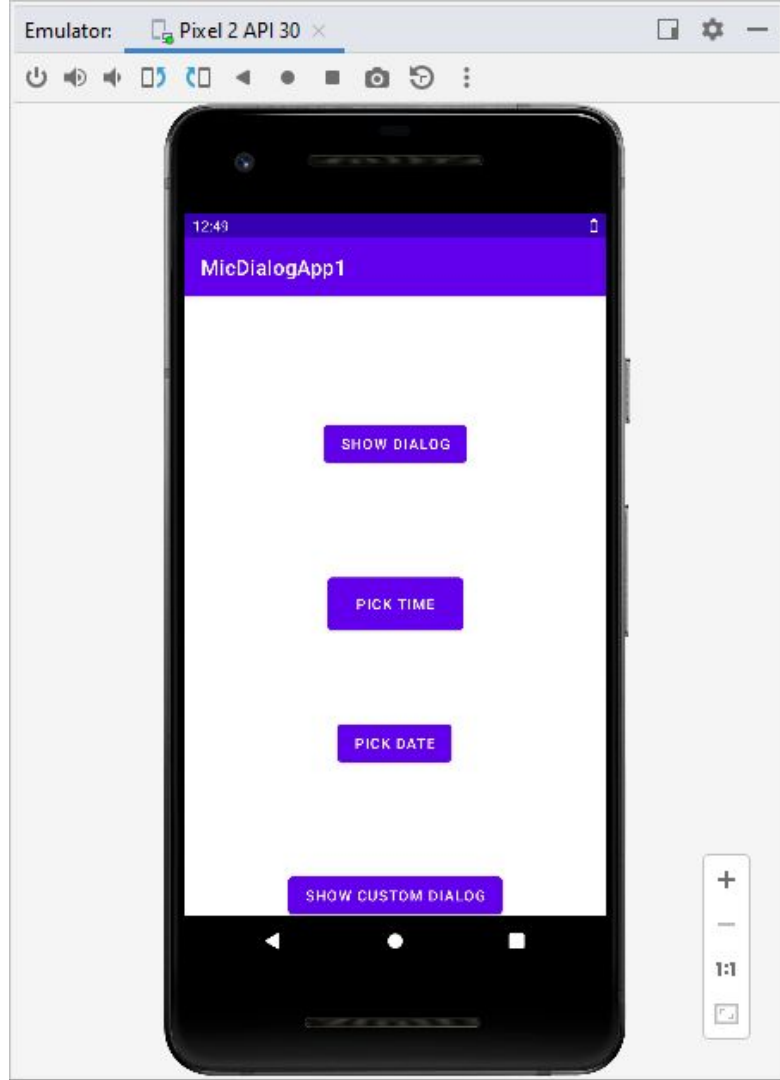
Method in Main Activity to execute when “Pick Date” button is clicked

```
public void btn_pick_date(View v)
{
    int dYear,dMon,dDay;
    Calendar c=Calendar.getInstance();
    dYear=c.get(Calendar.YEAR);
    dMon=c.get(Calendar.MONTH);
    dDay =c.get(Calendar.DAY_OF_MONTH);
    DatePickerDialog dpd=new DatePickerDialog( context: this, new DatePickerDialog.OnDateSetListener() {
        @Override
        public void onDateSet(DatePicker datePicker, int i, int i1, int i2)
        {
            Toast.makeText( context: MainActivity.this, text: i+"Y:,"+i1+"m"+i2+"d", Toast.LENGTH_LONG).show();
        }
    }, dYear,dMon,dDay);
    dpd.setTitle("Pick a date please");
    dpd.setMessage("Hello I'm Michael");
    dpd.show();
}
```

Method in Main Activity to execute when “ShowDialog” button is clicked

```
public void btn_show_dialog(View v)
{
    Log.d( tag: "MICDIALOG", msg: "btn_show_dialog: one");
    AlertDialog.Builder adb=new AlertDialog.Builder( context: this);
    Log.d( tag: "MICDIALOG", msg: "btn_show_dialog: two");
    Toast.makeText( context: this, text: "Hi", Toast.LENGTH_SHORT).show();
    adb.setTitle("MicDialog");
    adb.setMessage("Hi This is the Dialog created by Michael");
    adb.setCancelable(true);
    adb.setPositiveButton( text: "It's OK", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialogInterface, int i) {
            Toast.makeText( context: MainActivity.this, text: "clicked on It's OK", Toast.LENGTH_SHORT).show();
        }
    });
    adb.setNegativeButton( text: "Oh NO!!!", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialogInterface, int i) {
            Toast.makeText( context: MainActivity.this, text: "Clicked on NO", Toast.LENGTH_SHORT).show();
        }
    });
    AlertDialog ad= adb.create();
    Log.d( tag: "MICDIALOG", msg: "btn_show_dialog: three"+ad.toString());
    ad.show();
}
```

Add one more button to
display custom Dialog



Define a class
by extending
DialogFragment
class to create a
custom Dialog

```
public class MicDialog extends DialogFragment
{
    AlertDialog.Builder adb;
    @NonNull
    public Dialog onCreateDialog(Bundle b)
    { try {
        adb=new AlertDialog.Builder(getActivity());
        adb.setMessage("Welcome to Dialogs in Android app");
        adb.setCancelable(true);
        adb.setTitle("MicDialog created by Michael");
        adb.setPositiveButton( text: "Thank you", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialogInterface, int i) {
                Toast.makeText(adb.getContext(), text: "Thank U", Toast.LENGTH_SHORT).show();
            }
        });
        adb.setNegativeButton( text: "Bye Bye", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialogInterface, int i) {
                Toast.makeText(adb.getContext(), text: "Bye", Toast.LENGTH_SHORT).show();
            }
        });
    } catch (Exception ex)
    { Toast.makeText(adb.getContext(),ex.getMessage(), Toast.LENGTH_LONG).show(); }
    return adb.create();
}
```

Custom Dialog

Define a method in Main Activity as shown and execute it when new button is clicked

```
public class MainActivity extends AppCompatActivity {  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
    }  
    public void btn_show_dialog(View v)  
    {...}  
    public void btn_pick_time(View v)  
    {...}  
    public void btn_pick_date(View v)  
    {...}  
    public void show_cus_dialog(View v)  
    {  
        MicDialog md=new MicDialog();  
        FragmentManager fmgr=getSupportFragmentManager();  
        FragmentTransaction ftrans=fmgr.beginTransaction();  
        md.show(fmgr, tag: "MicDialog is a CustomDialog created by Michael");  
    }  
}
```

When the
last / new
button is
clicked
then
custom
dialog is
displayed

