

# Dialogs in Android

MOBILE APPLICATION DEVELOPMENT

BY

MICHAEL SADGUN RAO KONA

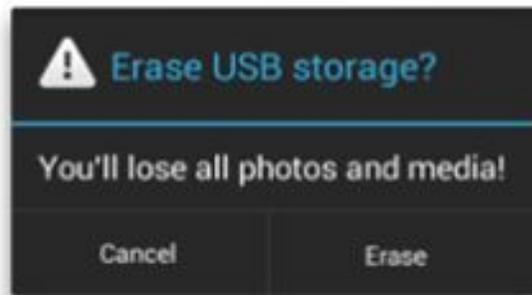
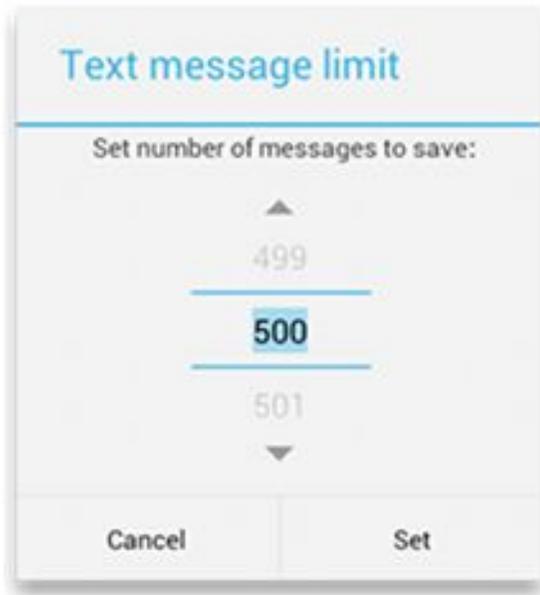
# Dialogs



A dialog is a small window that prompts the user to make a decision or enter additional information.



A dialog does not fill the screen and is normally used for modal events that require users to take an action before they can proceed



The `Dialog` class is the base class for dialogs, but you should avoid instantiating `Dialog` directly. Instead, use one of the following subclasses:

`AlertDialog`

A dialog that can show a title, up to three buttons, a list of selectable items, or a custom layout.

`DatePickerDialog` or `TimePickerDialog`

A dialog with a pre-defined UI that allows the user to select a date or time.

Act  
Go t

