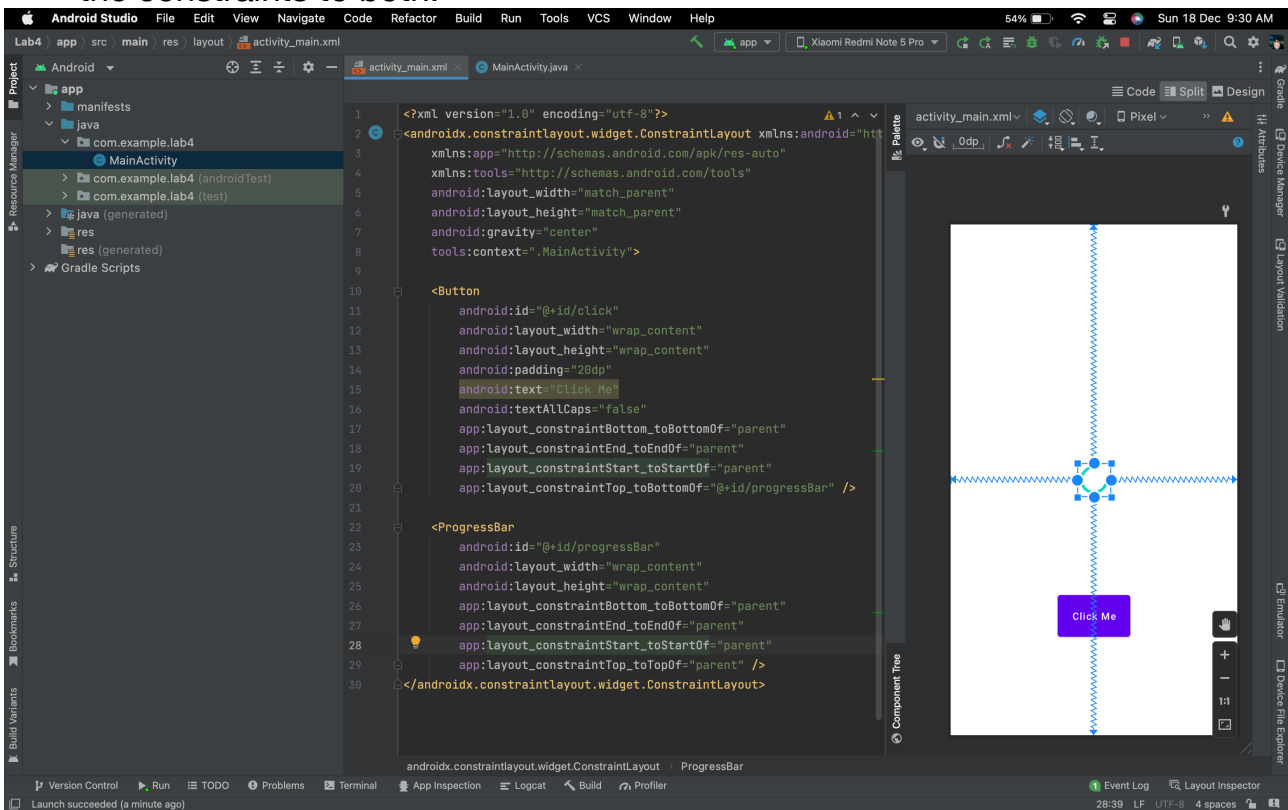
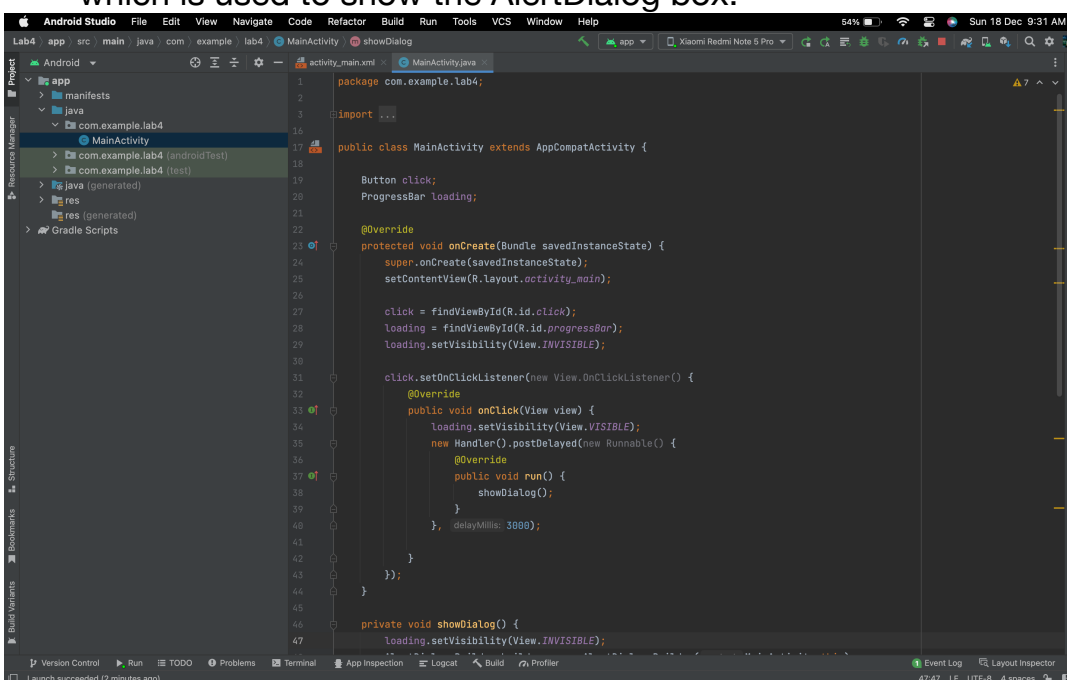


MAD Lab 4

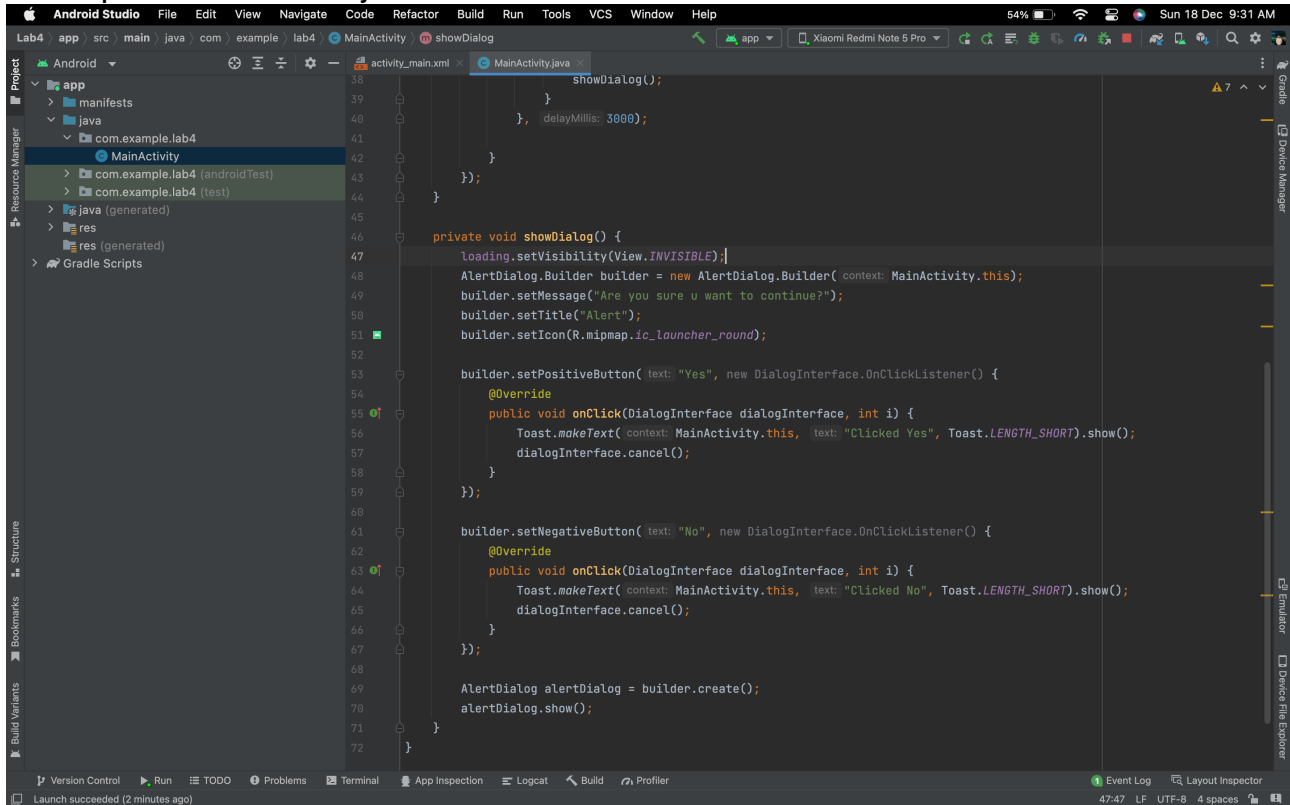
- ✓ In activity_main.xml file drag and drop a Button and a ProgressBar and give the constraints to both.



- ✓ Set a clickListener to the button. Once the button is clicked, the ProgressBar should be visible and the AlertDialog should be visible after 3 seconds. To do that we make use of **Handler (Handler is a class)**
- ✓ Inside the run method, we are calling user defined **showDialog()** method which is used to show the AlertDialog box.



- ✓ In **showDialog()** method atfirst we are setting the progress bar to INVISIBLE. Then we are creating a **builder** object.
- ✓ Below are the methods to set Title, message and icon to the alertDialog box.
- ✓ An alertDialog box can have a **+ve** and **-ve** button (Ex: Yes or No). For that we make use of **setPositiveButton()** and **setNegativeButton()** using dot operator to the object which we have created.



```
38     showDialog();
39 }
40 }, delayMillis: 3000);
41 }
42 }
43 }
44 }
45 }
46
47 private void showDialog() {
48     loading.setVisibility(View.INVISIBLE);
49     AlertDialog.Builder builder = new AlertDialog.Builder( context: MainActivity.this);
50     builder.setMessage("Are you sure u want to continue?");
51     builder.setTitle("Alert");
52     builder.setIcon(R.mipmap.ic_launcher_round);
53
54     builder.setPositiveButton( text: "Yes", new DialogInterface.OnClickListener() {
55         @Override
56         public void onClick(DialogInterface dialogInterface, int i) {
57             Toast.makeText( context: MainActivity.this, text: "Clicked Yes", Toast.LENGTH_SHORT).show();
58             dialogInterface.cancel();
59         }
60     });
61
62     builder.setNegativeButton( text: "No", new DialogInterface.OnClickListener() {
63         @Override
64         public void onClick(DialogInterface dialogInterface, int i) {
65             Toast.makeText( context: MainActivity.this, text: "Clicked No", Toast.LENGTH_SHORT).show();
66             dialogInterface.cancel();
67         }
68     });
69
70     AlertDialog alertDialog = builder.create();
71     alertDialog.show();
72 }
```

Code

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://
schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center"
    tools:context=".MainActivity">

    <Button
        android:id="@+id/click"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:padding="20dp"
        android:text="Click Me"
        android:textAllCaps="false"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/progressBar" />

    <ProgressBar
        android:id="@+id/progressBar"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.java

```
package com.example.lab4;

import androidx.appcompat.app.AlertDialog;
import androidx.appcompat.app.AppCompatActivity;

import android.content.DialogInterface;
import android.os.Bundle;
import android.os.Handler;
import android.view.View;
import android.widget.Button;
import android.widget.ProgressBar;
import android.widget.Toast;

import java.util.Timer;
import java.util.TimerTask;

public class MainActivity extends AppCompatActivity {

    Button click;
    ProgressBar loading;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        click = findViewById(R.id.click);
        loading = findViewById(R.id.progressBar);
        loading.setVisibility(View.INVISIBLE);

        click.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                loading.setVisibility(View.VISIBLE);
                new Handler().postDelayed(new Runnable() {
                    @Override
                    public void run() {
                        showDialog();
                    }
                }, 3000);
            }
        });
    }
}
```

```

private void showDialog() {
    loading.setVisibility(View.INVISIBLE);
    AlertDialog.Builder builder = new AlertDialog.Builder(MainActivity.this);
    builder.setMessage("Are you sure u want to continue?");
    builder.setTitle("Alert");
    builder.setIcon(R.mipmap.ic_launcher_round);

    builder.setPositiveButton("Yes", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialogInterface, int i) {
            Toast.makeText(MainActivity.this, "Clicked Yes",
Toast.LENGTH_SHORT).show();
            dialogInterface.cancel();
        }
    });

    builder.setNegativeButton("No", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialogInterface, int i) {
            Toast.makeText(MainActivity.this, "Clicked No",
Toast.LENGTH_SHORT).show();
            dialogInterface.cancel();
        }
    });

    AlertDialog alertDialog = builder.create();
    alertDialog.show();
}
}

```