

Android Toast - Kotlin Example

Toast in Android is used to display a piece of text for a short span of time. When Toast is made, the piece of text is appears on the screen, stays there on the screen for about 2 or 3 to 5 seconds and disappears.

In this tutorial, we will learn how to display Toast in an Android Application.

Code - Android Toast

A quick look into code snippets of Android Toast - Kotlin Examples

```
Toast.makeText(this, "Hi there! This is a Toast.",  
Toast.LENGTH_SHORT).show()
```

```
Toast.makeText(this, "Hi there! This is a Toast.",  
Toast.LENGTH_LONG).show()
```

From the examples above, makeText method needs context, toast message and toast duration (LENGTH_SHORT or LENGTH_LONG). And finally the show() method displays the toast for the specified duration.

Example Android Application - Android Toast

Android Toast - Kotlin Example : In this [Android Lesson](#) we shall learn to make a Toast with example Android Applications.

We shall use following two tutorials in demonstrating Toast.

[Example Android Application with Kotlin Support](#) Create Activity with name 'ToastActivity'.

[Button OnclickListener](#) On click of a button, we shall display the Toast. This scenario could be generalised as displaying a piece of text when an event occurs.

A typical toast is shown below :

A screenshot of an Android application interface. At the top, a dark gray rounded rectangle contains the text "Hi there! This is a Toast." in white. Below this, there is a black horizontal bar representing the Android navigation bar, which contains three white icons: a back arrow, a home house, and a recent apps square.

Following is the code for ToastActivity.kt and activity_toast.xml.

activity_toast.xml

```
<?xml version="1.0" encoding="utf-8"?>
<import androidx.appcompat.app.AppCompatActivity
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"
    tools:context="com.tutorialkart.myapplication.ToastActivity">
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:gravity="center"
        android:padding="25dp"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_click_me"
            android:background="@drawable/btn_round_edge"
            android:text="Click me for Toast"
            android:textAllCaps="false"
            android:padding="10dp"
            android:textSize="25dp"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content" />
    </LinearLayout>
</import androidx.appcompat.app.AppCompatActivity>
```

ToastActivity.kt

```
package com.modcom.myapplication

import android.support.v7.app.AppCompatActivity
import android.os.Bundle
import android.widget.Button
```

```

import android.widget.Toast

class ToastActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_toast)

        var btn_click_me = findViewById(R.id.btn_click_me) as Button

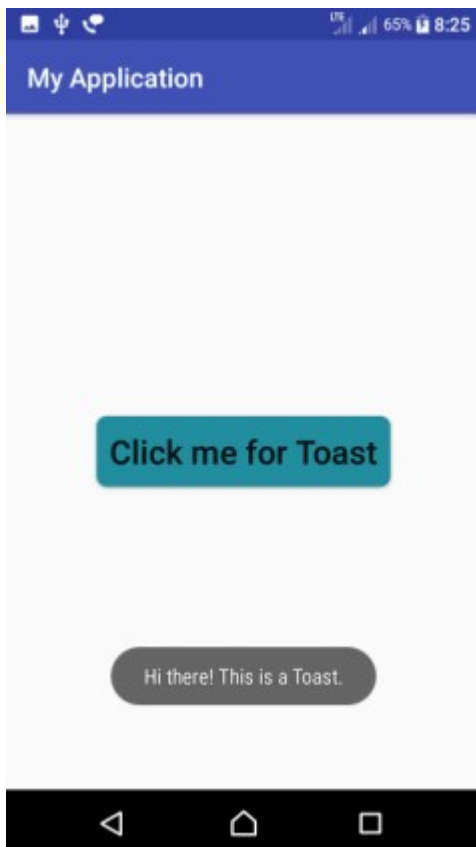
        btn_click_me.setOnClickListener {
            // make a toast on button click event
            Toast.makeText(this, "Hi there! This is a Toast.",
                Toast.LENGTH_LONG).show()
        }
    }
}

```

When the application is built and run on an Android device,



Click on the button, “Click me for Toast” to display the Toast



Try changing the Toast duration from `Toast.LENGTH_LONG` to `Toast.LENGTH_SHORT` and observe the display duration differences.