[Título del documento]

[Subtítulo del documento]

Contenido

[Ubicar objetos con constrain 3](#_Toc124057803)

[Crear mensaje de confirmación 3](#_Toc124057804)

# Ubicar objetos con constrain

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| --- | --- |
| **FAB constraint relation** | **XML markup** |
| top & start | app:layout\_constraintTop\_toTopOf="parent" app:layout\_constraintStart\_toStartOf="parent" |
| top & end | app:layout\_constraintTop\_toTopOf="parent" app:layout\_constraintEnd\_toEndOf="parent" |
| bottom & start | app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintStart\_toStartOf="parent" |
| bottom & end | app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintEnd\_toEndOf="parent" |

# Crear mensaje de confirmación

private void set\_mensage(String mensaje, Cliente c, int opcion){

AlertDialog.Builder builder = new AlertDialog.Builder(mantenimiento\_clientes.this);

builder.setTitle("Notificacion ");

builder.setMessage(mensaje);

builder.setPositiveButton("ACEPTAR", new DialogInterface.OnClickListener() {

public void onClick(DialogInterface dialog, int id) {

if(opcion==0) {// opcion 0 para modificar

}else{// de lo contrario elimino

new Cliente\_ctr(mantenimiento\_clientes.this).set\_eliminar(c);

}

Toast.makeText(mantenimiento\_clientes.this,"Correcto",Toast.LENGTH\_LONG).show();

dialog.dismiss();

}

});

builder.setNegativeButton("CANCELAR", new DialogInterface.OnClickListener() {

public void onClick(DialogInterface dialog, int id) {

dialog.dismiss();

}

});

AlertDialog dialog = builder.create();

dialog.show();

}

|  |  |
| --- | --- |
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