```
package com.example.covid_19alertapp.extras;
import android.content.Context;
import android.net.ConnectivityManager;
import android.net.Network;
import android.net.NetworkInfo;
import android.net.NetworkRequest;
import android.os.Build;
import androidx.annotation.RequiresApi;
public abstract class Internet {
  public static boolean isInternetAvailable(Context context){
    /*
    this method is deprecated for API 29
    use for one time network availability check
    */
    ConnectivityManager cm =
        (ConnectivityManager)context.getSystemService(Context.CONNECTIVITY_SERVICE);
    NetworkInfo activeNetwork = cm.getActiveNetworkInfo();
    return activeNetwork != null &&
```

```
activeNetwork.isConnectedOrConnecting();
  }
 /*
  better newer method with callbacks
  works with API 24(or 29?) and above
  */
  private static Context context;
  public static boolean isNetworkConnected;
  public void CheckNetwork(Context context) {
   this.context = context;
  }
  // Network Check
  @RequiresApi(api = Build.VERSION_CODES.N)
  public void registerNetworkCallback()
  {
    try {
      ConnectivityManager connectivityManager = (ConnectivityManager)
context.getSystemService(Context.CONNECTIVITY_SERVICE);
      NetworkRequest.Builder builder = new NetworkRequest.Builder();
      connectivity Manager.register Default Network Callback (new
ConnectivityManager.NetworkCallback(){
```

```
@Override
        public void onAvailable(Network network) {
          isNetworkConnected = true; // Global Static Variable
        }
        @Override
        public void onLost(Network network) {
          isNetworkConnected = false; // Global Static Variable
        }
      }
    );
    isNetworkConnected = false;
 }catch (Exception e){
    isNetworkConnected = false;
 }
}
public void unRegisterNetworkCallBack(){
 // find out
}
```

}