```java
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();


        connectivityManager.registerDefaultNetworkCallback(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
```

```java
                }

            }

        );

        isNetworkConnected = false;

    }catch (Exception e){

        isNetworkConnected = false;

    }

}


public void unRegisterNetworkCallBack(){

    // find out

}


}
```