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CLASS:- B.E – 4

ROLL NO:- 04
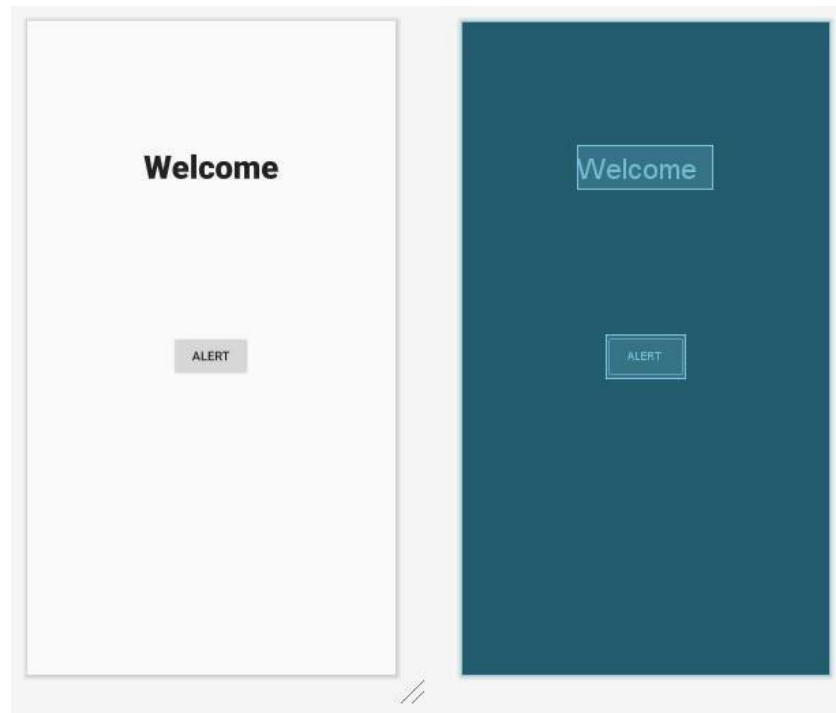
BATCH:- A

Experiment 8

Implement an application that creates an alert upon receiving a message

MainActivity.java

```java
Package com.example.alertdialog;
Import android.app.AlertDialog;
Import android.content.DialogInterface;
import android.os.Bundle;
import android.view.View;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
publicclass MainActivity extends AppCompatActivity {
 @Override   protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);      setContentView(R.layout.activity_main);
   }
   public void open(View view){
     AlertDialog.Builder    alertDialogBuilder         = new AlertDialog.Builder(this);
alertDialogBuilder.setMessage("Are you sure you want to make this decision?");
alertDialogBuilder.setPositiveButton("Yes", new DialogInterface.OnClickListener() {
       @Override        public void
onClick(DialogInterface arg0, int arg1) {
         Toast.makeText(MainActivity.this,"You clicked on
Yes.",Toast.LENGTH_LONG).show();
       }
});      alertDialogBuilder.setNegativeButton("No", new DialogInterface.OnClickListener() {
       @Override         public void onClick(DialogInterface dialog, int which)
{         finish();
       }        });
    AlertDialog alertDialog = alertDialogBuilder.create();      alertDialog.show();
   }
}
```

App Screens: