

public class

Summary: [Constants](#) | [Ctors](#) | [Methods](#) | [Inherited](#)**Toast**[Methods](#) | [\[Expand All\]](#)extends [Object](#)**Added in API level 1**[java.lang.Object](#)↳ [android.widget.Toast](#)

Class Overview

A toast is a view containing a quick little message for the user. The toast class helps you create and show those.

When the view is shown to the user, appears as a floating view over the application. It will never receive focus. The user will probably be in the middle of typing something else. The idea is to be as unobtrusive as possible, while still showing the user the information you want them to see. Two examples are the volume control, and the brief message saying that your settings have been saved.

The easiest way to use this class is to call one of the static methods that constructs everything you need and returns a new Toast object.

Developer Guides

For information about creating Toast notifications, read the [Toast Notifications \(/guide/topics/ui/notifiers/toasts.html\)](#) developer guide.

Summary

Constants

int LENGTH_LONG	Show the view or text notification for a long period of time.
int LENGTH_SHORT	Show the view or text notification for a short period of time.

Public Constructors

Toast (Context context)

Construct an empty Toast object.

Public Methods

cancel()

void Close the view if it's showing, or don't show it if it isn't showing yet.

```

    int getDuration ()
        Return the duration.
    int getGravity ()
        Get the location at which the notification should appear
        on the screen.
    float getHorizontalMargin ()
        Return the horizontal margin.
    float getVerticalMargin ()
        Return the vertical margin.
    View getView ()
        Return the view.
    int getXOffset ()
        Return the X offset in pixels to apply to the gravity's
        location.
    int getYOffset ()
        Return the Y offset in pixels to apply to the gravity's
        location.
    static Toast makeText (Context context, int resId, int duration)
        Make a standard toast that just contains a text view
        with the text from a resource.
    static Toast makeText (Context context, CharSequence text, int duration)
        Make a standard toast that just contains a text view.
    void setDuration (int duration)
        Set how long to show the view for.
    void setGravity (int gravity, int xOffset, int yOffset)
        Set the location at which the notification should appear
        on the screen.
    void setMargin (float horizontalMargin, float verticalMargin)
        Set the margins of the view.
    void setText (int resId)
        Update the text in a Toast that was previously created
        using one of the makeText() methods.
    void setText (CharSequence s)
        Update the text in a Toast that was previously created
        using one of the makeText() methods.
    void setView (View view)
        Set the view to show.
    void show ()
        Show the view for the specified duration.

```

Inherited Methods [Expand]► From class `java.lang.Object`

Constants

public static final int **LENGTH_LONG**

Added in [API level 1](#)

Show the view or text notification for a long period of time. This time could be user-definable.

See Also

[setDuration\(int\)](#)

Constant Value: 1 (0x00000001)

public static final int **LENGTH_SHORT**

Added in [API level 1](#)

Show the view or text notification for a short period of time. This time could be user-definable. This is the default.

See Also

[setDuration\(int\)](#)

Constant Value: 0 (0x00000000)

Public Constructors

public **Toast** ([Context](#) context)

Added in [API level 1](#)

Construct an empty Toast object. You must call [setView\(View\)](#) ([/reference/android/widget/Toast.html#setView\(android.view.View\)](/reference/android/widget/Toast.html#setView(android.view.View))) before you can call [show\(\)](#) ([/reference/android/widget/Toast.html#show\(\)](/reference/android/widget/Toast.html#show())).

Parameters

context The context to use. Usually your [Application](#) or [Activity](#) object.

Public Methods

public void **cancel** ()

Added in [API level 1](#)

Close the view if it's showing, or don't show it if it isn't showing yet. You do not normally have to call this. Normally view will disappear on its own after the appropriate duration.

public int `getDuration` ()Added in [API level 1](#)

Return the duration.

See Also[`setDuration\(int\)`](#)**public int `getGravity` ()**Added in [API level 1](#)

Get the location at which the notification should appear on the screen.

See Also[Gravity](#)[`getGravity\(\)`](#)**public float `getHorizontalMargin` ()**Added in [API level 1](#)

Return the horizontal margin.

public float `getVerticalMargin` ()Added in [API level 1](#)

Return the vertical margin.

public [View](#) `getView` ()Added in [API level 1](#)

Return the view.

See Also[`setView\(View\)`](#)**public int `getXOffset` ()**Added in [API level 1](#)

Return the X offset in pixels to apply to the gravity's location.

public int `getYOffset` ()Added in [API level 1](#)

Return the Y offset in pixels to apply to the gravity's location.

public static [Toast](#) `makeText` ([Context](#) context, int resId, int duration)Added in [API level 1](#)

Make a standard toast that just contains a text view with the text from a resource.

Parameters*context* The context to use. Usually your [Application](#) or

Activity object.

resId The resource id of the string resource to use. Can be formatted text.

duration How long to display the message. Either LENGTH_SHORT or LENGTH_LONG

Throws

if the resource can't be found.

Resources.NotFoundException

public static **Toast makeText** (**Context** context, **CharSequence** text, int duration)

Added in API level 1

Make a standard toast that just contains a text view.

Parameters

context The context to use. Usually your Application or Activity object.

text The text to show. Can be formatted text.

duration How long to display the message. Either LENGTH_SHORT or LENGTH_LONG

public void **setDuration** (int duration)

Added in API level 1

Set how long to show the view for.

See Also

LENGTH_SHORT

LENGTH_LONG

public void **setGravity** (int gravity, int xOffset, int yOffset)

Added in API level 1

Set the location at which the notification should appear on the screen.

See Also

Gravity

getGravity()

public void **setMargin** (float horizontalMargin, float verticalMargin)

Added in API level 1

Set the margins of the view.

Parameters

<i>horizontalMargin</i>	The horizontal margin, in percentage of the container width, between the container's edges and the notification
<i>verticalMargin</i>	The vertical margin, in percentage of the container height, between the container's edges and the notification

public void **setText** (int resId)

Added in [API level 1](#)

Update the text in a Toast that was previously created using one of the `makeText()` methods.

Parameters

resId The new text for the Toast.

public void **setText** ([CharSequence](#) s)

Added in [API level 1](#)

Update the text in a Toast that was previously created using one of the `makeText()` methods.

Parameters

s The new text for the Toast.

public void **setView** ([View](#) view)

Added in [API level 1](#)

Set the view to show.

See Also

[getView\(\)](#)

public void **show** ()

Added in [API level 1](#)

Show the view for the specified duration.