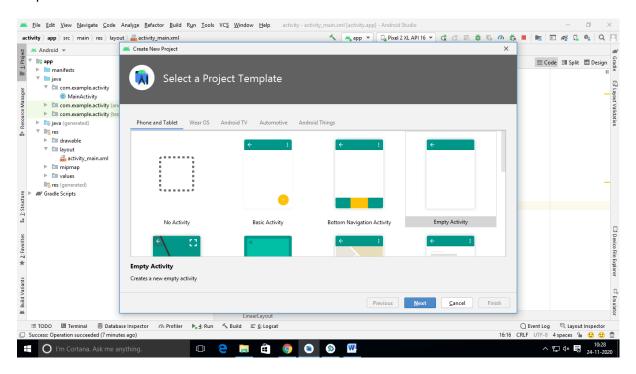
2. Create an application that displays a dialog window using an activity.

Program:

Step-1:go to android studio

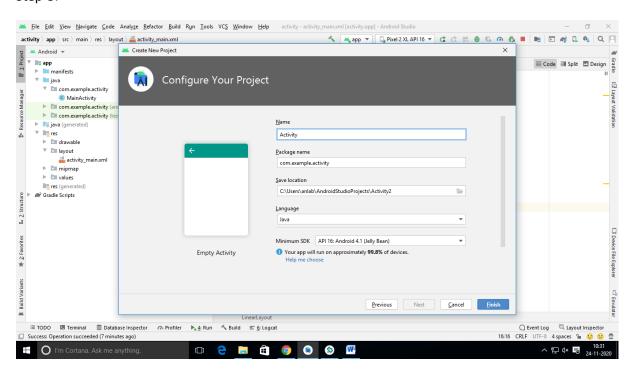
File ->New->New project

Step-2:



Go to empty activity.

## Step-3:



Click on finish.

## Step-4:

```
W 🖫 9 - 0 🖘
       File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help Activity1 - MainActivity.java [Activity1.app] - Android Studio
    \textbf{Activity1} \; \rangle \; \textbf{app} \; \rangle \; \text{src} \; \rangle \; \text{main} \; \rangle \; \text{java} \; \rangle \; \text{com} \; \rangle \; \text{example} \; \rangle \; \text{activity1} \; \rangle \; \textcircled{\textbf{@}} \; \text{MainActivity}
                                                                                                                ▲ Android ▼
                                    🕀 🚡 💠 — 🙇 activity_main.xml × 💿 MainActivity.java
         app
manifests
                                                                                      package com.example.activity1;
         ▼ inaminests

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inaminests
                 MainActivity
                                                                                     public class MainActivity extends AppCompatActivity {

    com.example.activity1 (androidTest)

            com.example.activity1 (test)
                                                                                          protected void onCreate(Bundle savedInstanceState) {
       Gradle Scripts
                                                                                               super.onCreate(savedInstanceState);
                                                                                              setContentView(R.layout.activity_main);
        ≣ TODO   ■ Terminal   ≺ Build   ⊑ <u>G</u>: Logcat   O₁ Profiler   ■ Database Inspector
                                                                                                                                                                                   ☐ Event Log ☐ Layout Inspector

1:1 CRLF UTF-8 4 spaces 🛍 🙂 🙁
                                                                          ^ 뒫 ∜ 륑 24-11
        O I'm Cortana. Ask me anything.
```

->Write code on activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <Button
        android:layout_width="132dp"
        android:layout_width="132dp"
        android:layout_height="72dp"
        android:text="Close app"
        tools:layout_editor_absoluteX="167dp"
        tools:layout_editor_absoluteY="339dp" />
    </LinearLayout>
```

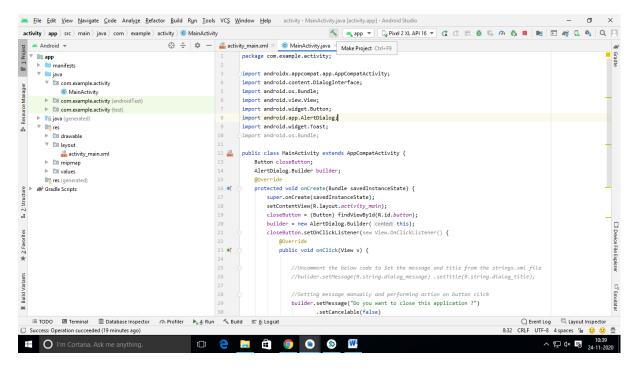
->Write code on MainActivity.java

```
package com.example.activity;
import androidx.appcompat.app.AppCompatActivity;
import android.content.DialogInterface;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.app.AlertDialog;
import android.widget.Toast;
import android.os.Bundle;
```

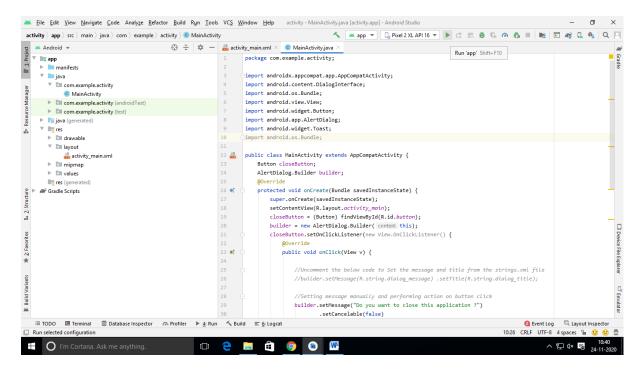
```
public class MainActivity extends AppCompatActivity {
    Button closeButton;
    AlertDialog.Builder builder;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        closeButton = (Button) findViewById(R.id.button);
        builder = new AlertDialog.Builder(this);
        closeButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                //Uncomment the below code to Set the message and title from the
strings.xml file
                //builder.setMessage(R.string.dialog_message)
.setTitle(R.string.dialog title);
                //Setting message manually and performing action on button click
                builder.setMessage("Do you want to close this application ?")
                        .setCancelable(false)
                         .setPositiveButton("Yes", new
DialogInterface.OnClickListener() {
                            public void onClick(DialogInterface dialog, int id) {
                                finish();
                                Toast.makeText(getApplicationContext(), "you choose
yes action for alertbox",
                                        Toast.LENGTH SHORT).show();
                        })
                        .setNegativeButton("No", new
DialogInterface.OnClickListener() {
                            public void onClick(DialogInterface dialog, int id) {
                                // Action for 'NO' Button
                                dialog.cancel();
                                Toast.makeText(getApplicationContext(), "you choose
no action for alertbox",
                                        Toast.LENGTH SHORT).show();
                        });
                //Creating dialog box
                AlertDialog alert = builder.create();
                //Setting the title manually
                alert.setTitle("AlertDialogExample");
                alert.show();
            }
        });
    }
}
```

## Step-5:

Click on debug



## Click on run



Step-6:

Outputs:

