

### **Activity\_Main.XML**

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    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">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Press The Back Button of Your Phone."
        android:textStyle="bold"
        android:textSize="30dp"
        android:gravity="center_horizontal"
        android:layout_marginTop="180dp"
    />
</RelativeLayout>
```

### **ActivityMain.java**

```
package org.alertdialog;
import android.content.DialogInterface;
import android.support.v7.app.AlertDialog;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

```

// Declare the onBackPressed method
// when the back button is pressed
// this method will call
@Override
public void onBackPressed()
{
    // Create the object of
    // AlertDialog Builder class
    AlertDialog.Builder builder
        = new AlertDialog.Builder(MainActivity.this);

    // Set the message show for the Alert time
    builder.setMessage("Do you want to exit ?");

    // Set Alert Title
    builder.setTitle("Alert !");

    // Set Cancelable false
    // for when the user clicks on the outside
    // the Dialog Box then it will remain show
    builder.setCancelable(false);

    // Set the positive button with yes name
    // OnClickListener method is use of
    // DialogInterface interface.
    builder
        .setPositiveButton(
            "Yes",
            new DialogInterface
                .OnClickListener() {
                    @Override
                    public void onClick(DialogInterface dialog,
                                            int which)
                    {

```

```

        // When the user click yes button
        // then app will close
        finish();
    }

});

// Set the Negative button with No name
// OnClickListener method is use
// of DialogInterface interface.
builder
    .setNegativeButton(
        "No",
        new DialogInterface
            .OnClickListener() {
                @Override
                public void onClick(DialogInterface dialog,
                                    int which)
                {
                    // If user click no
                    // then dialog box is canceled.
                    dialog.cancel();
                }
            }
    );

// Create the Alert dialog
AlertDialog alertDialog = builder.create();
// Show the Alert Dialog box
alertDialog.show();
}
}

```

**Output:**

