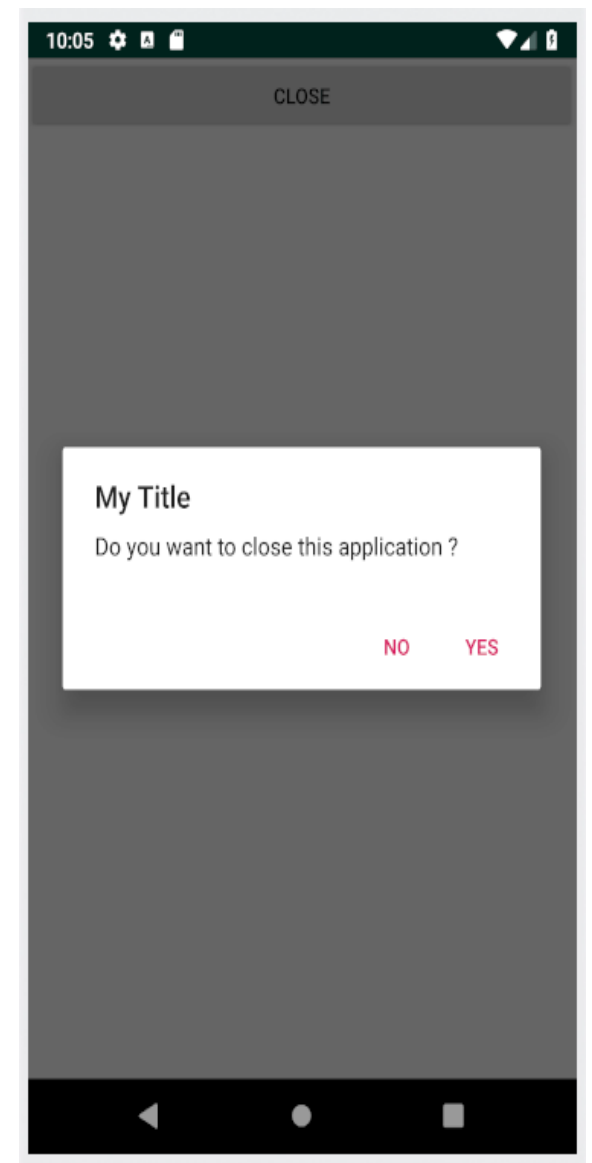
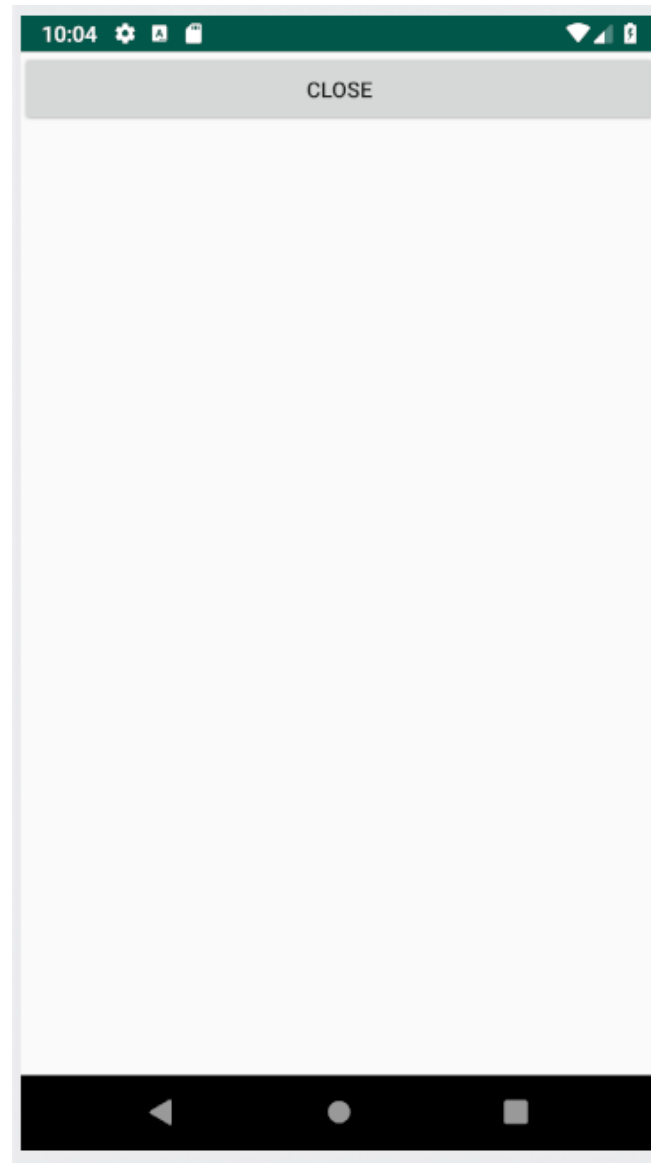


Widgets and Layouts - 2

AlertDialog

AlertDialog can be used to display the dialog message with **OK** and **Cancel** buttons.

It can be used to interrupt and ask the user about his/her choice to continue or discontinue.



Methods of AlertDialog class

Method	Description
<code>public AlertDialog.Builder setTitle(CharSequence)</code>	This method is used to set the title of AlertDialog.
<code>public AlertDialog.Builder setMessage(CharSequence)</code>	This method is used to set the message for AlertDialog.
<code>public AlertDialog.Builder setIcon(int)</code>	This method is used to set the icon over AlertDialog.

```

Button closeButton;
AlertDialog.Builder builder;
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_views);

    closeButton = (Button) findViewById(R.id.btnClose);
    builder = new AlertDialog.Builder(context: this);

    closeButton.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            builder.setMessage("Do you want to close this application ?")
                .setCancelable(false)
                .setPositiveButton(text: "Yes", new DialogInterface.OnClickListener() {
                    public void onClick(DialogInterface dialog, int id) {
                        finish();
                        Toast.makeText(getApplicationContext(), text: "You clicked Yes",
                            Toast.LENGTH_SHORT).show();
                    }
                })
                .setNegativeButton(text: "No", new DialogInterface.OnClickListener() {
                    public void onClick(DialogInterface dialog, int id) {
                        // Action for 'NO' Button
                        dialog.cancel();
                        Toast.makeText(getApplicationContext(), text: "You clicked No",
                            Toast.LENGTH_SHORT).show();
                    }
                });
            //Creating dialog box
            AlertDialog alert = builder.create();
            alert.setTitle("My Title");
            alert.show();
        }
    });
}
};

```

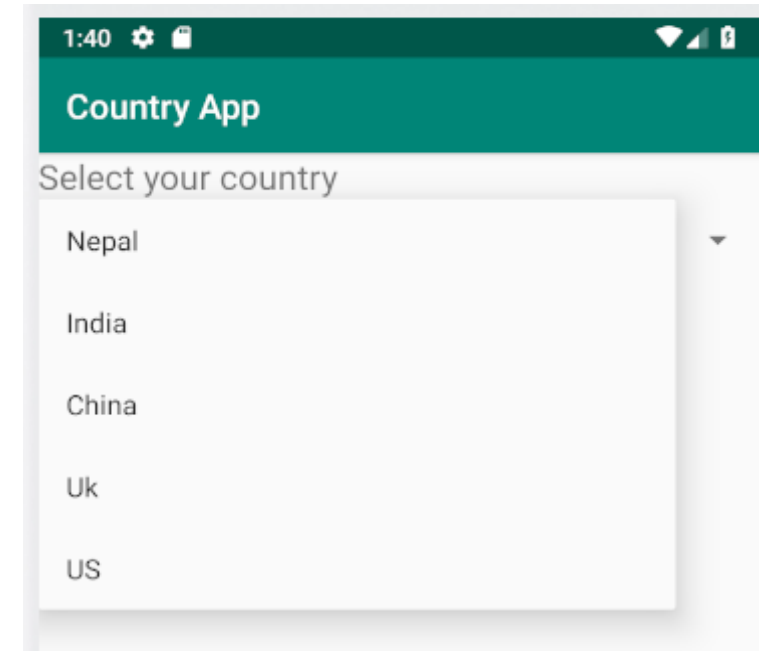
Spinner

A drop-down menu of selectable items.

<code>android:id="@+id/<i>theID</i>"</code>	unique ID for use in Java code
<code>android:clickable="bool"</code>	set to false to disable the spinner
<code>android:entries="@array/<i>array</i>"</code>	set of options to appear in spinner (must match an array in strings.xml)
<code>android:prompt="@string/<i>text</i>"</code>	title text when dialog of choices pops up

key attributes in XML

```
1 // to handle events in Java code
2 Spinner spin = (Spinner) findViewById(R.id.theID);
3 spin.setOnItemClickListener(this);
```



Spinner

```
<?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"
    android:orientation="vertical"
    tools:context=".SpinnerActivity">
```

```
    <TextView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:textSize="20sp"
        android:text="Select your country"/>
```

```
    <Spinner
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/spinCountry"/>
```

```
</LinearLayout>
```

```
public class SpinnerActivity extends AppCompatActivity {
```

```
    private Spinner spinCountry;
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_spinner);
```

```
        spinCountry = findViewById(R.id.spinCountry);
```

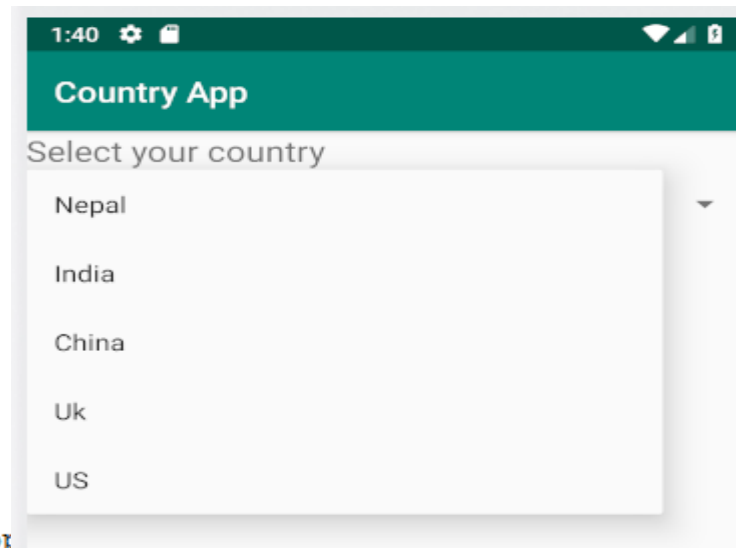
```
        String countries[] = {"Nepal", "India", "China", "Uk", "US"};
        ArrayAdapter adapter = new ArrayAdapter<>(
            context: this,
            android.R.layout.simple_list_item_1,
            countries
```

```
        );
```

```
        spinCountry.setAdapter(adapter);
```

```
    }
```

```
}
```

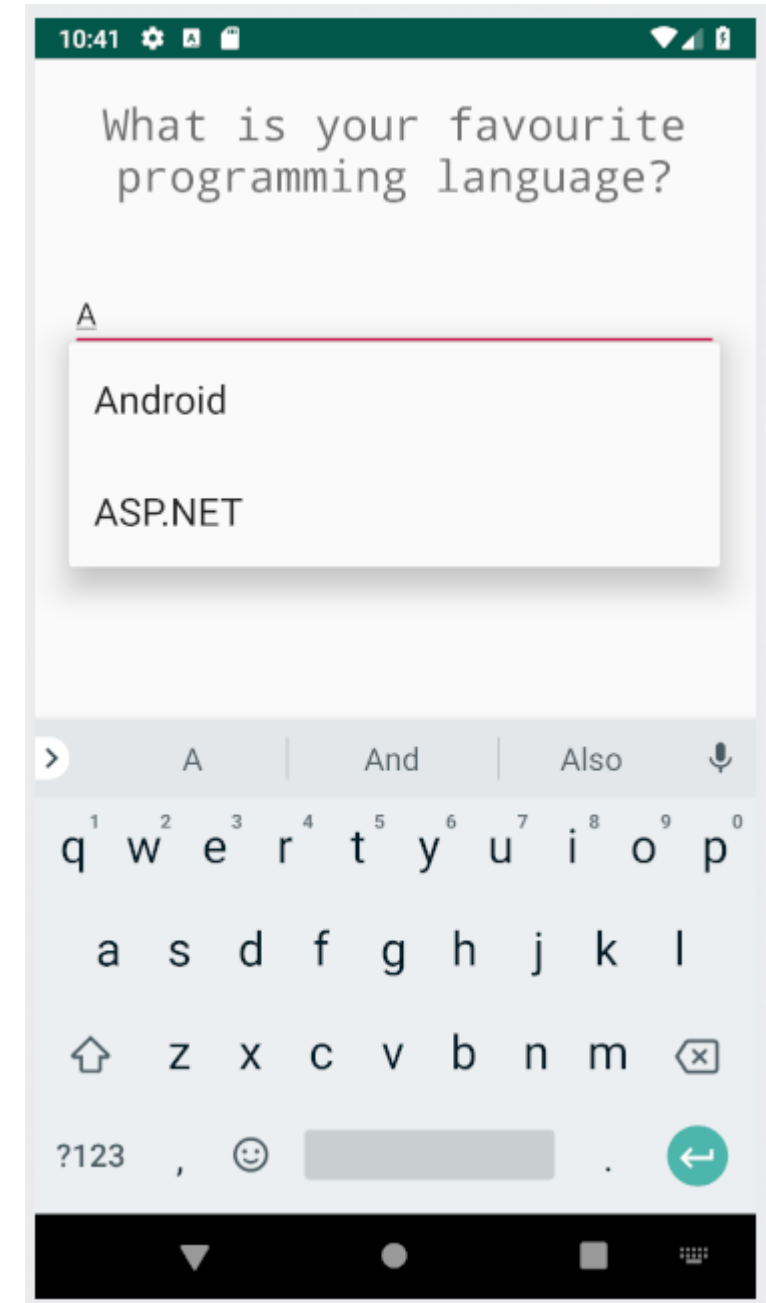


Spinner setSelectedListener

```
spinCountry.setSelectedListener(new AdapterView.OnItemClickListener() {  
    @Override  
    public void onItemClick(AdapterView<?> parent, View view, int position, long id) {  
        Toast.makeText(context, MainActivity.this, spinCountry.getSelectedItem().toString(),  
            Toast.LENGTH_SHORT).show();  
    }  
  
    @Override  
    public void onNothingSelected(AdapterView<?> parent) {  
  
    }  
});
```

AutoCompleteTextView

- Android AutoCompleteTextView **completes** the word based on the reserved words, so no need to write all the characters of the word.
- Android AutoCompleteTextView is an editable text field, it displays a list of suggestions in a drop down menu from which user can select only one suggestion or value.
- Android AutoCompleteTextView is the subclass of EditText class. The MultiAutoCompleteTextView is the subclass of AutoCompleteTextView class.



Design

```
<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"
    android:orientation="vertical"
    tools:context=".AutoCompleteActivity">
```

```
<TextView
    android:layout_margin="20dp"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="What is your favourite programming language?"
    android:gravity="center"
    android:textSize="25sp"
    android:typeface="monospace"
/>
```

```
<AutoCompleteTextView
    android:layout_margin="20dp"
    android:id="@+id/autoCompleteTextView"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
/>
```

```
</LinearLayout>
```

Code

```
public class AutoCompleteActivity extends AppCompatActivity {

    private AutoCompleteTextView autoCompleteTextView;
    private String[] language = {"C", "C++", "Java", ".NET", "iOS", "Android", "ASP.NET", "PHP"};

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_auto_complete);

        autoCompleteTextView = findViewById(R.id.autoCompleteTextView);

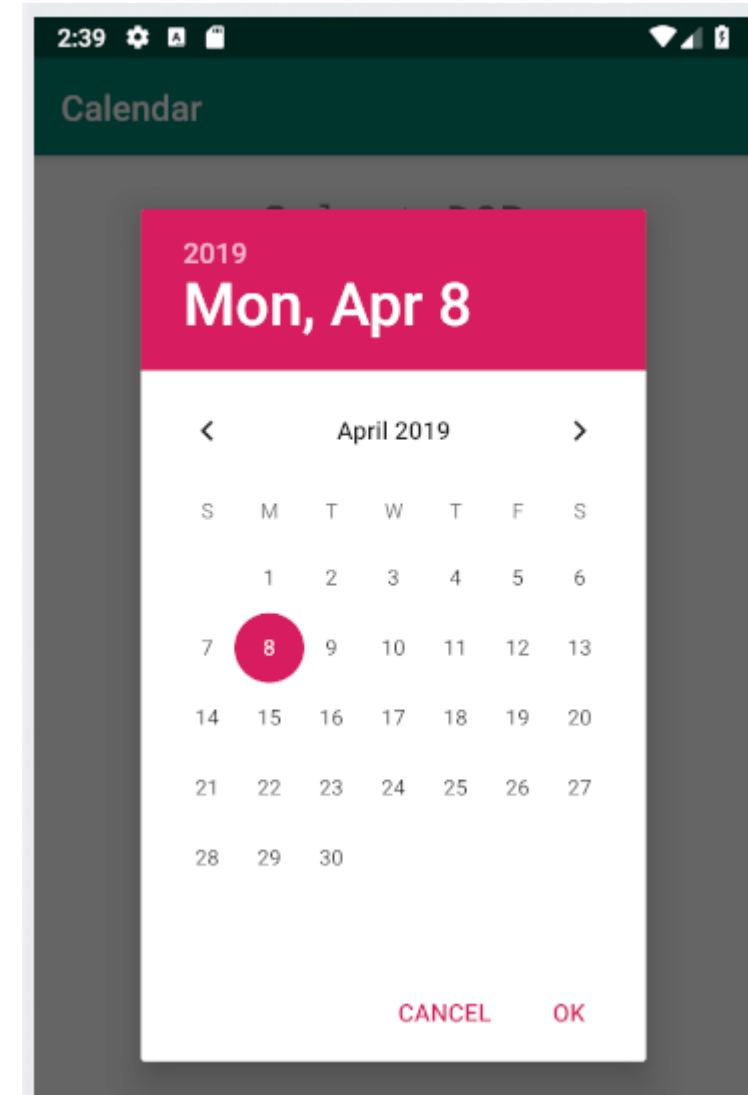
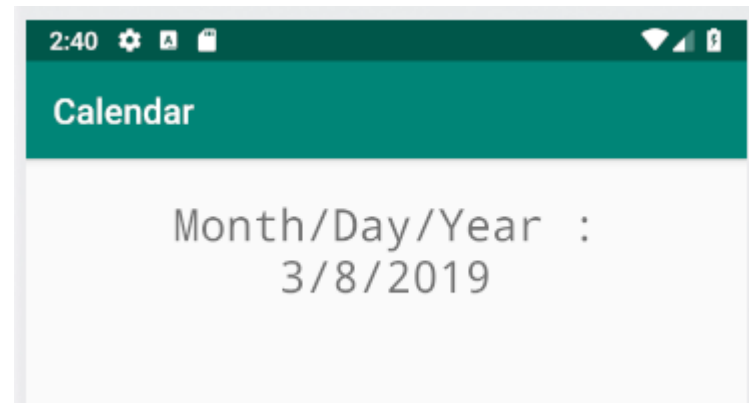
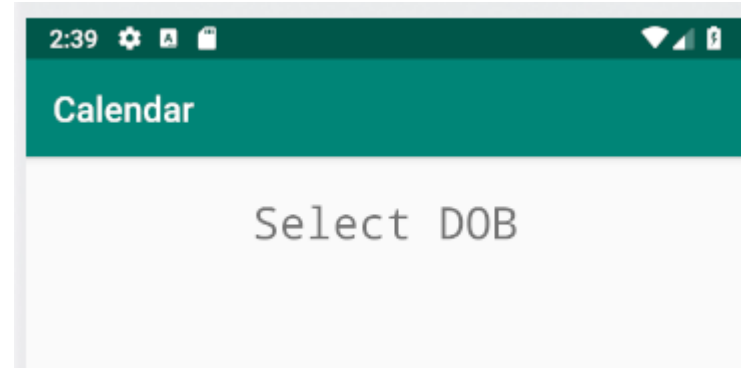
        ArrayAdapter<String> stringArrayAdapter = new ArrayAdapter<>(
            context: this,
            android.R.layout.select_dialog_item,
            language
        );

        autoCompleteTextView.setAdapter(stringArrayAdapter);
        autoCompleteTextView.setThreshold(1); // Will start working from first character
    }
}
```

Android DatePicker

Android **Date Picker** allows you to select the date consisting of day, month and year in your custom user interface.

For this functionality android provides **DatePicker** and **DatePickerDialog** components.



Android DatePicker

```
public class DatePickerActivity extends AppCompatActivity implements DatePickerDialog.OnDateSetListener {
```

```
    private TextView tvDOB;
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState);
```

```
        setContentView(R.layout.activity_date_picker);
```

```
        tvDOB = findViewById(R.id.tvDOB);
```

```
        tvDOB.setOnClickListener(new View.OnClickListener() { @Override
```

```
            @Override
```

```
            public void onClick(View v) {
```

```
                loadDatePicker();
```

```
            }
```

```
        });
```

```
    }
```

```
    private void loadDatePicker() {
```

```
        // Use the current date as the default date in the picker
```

```
        final Calendar c = Calendar.getInstance();
```

```
        int year = c.get(Calendar.YEAR);
```

```
        int month = c.get(Calendar.MONTH);
```

```
        int day = c.get(Calendar.DAY_OF_MONTH);
```

```
        DatePickerDialog datePickerDialog = new DatePickerDialog(
```

```
            context: this, listener: this, year, month, day);
```

```
        datePickerDialog.show();
```

```
    }
```

After selecting a date from date picker

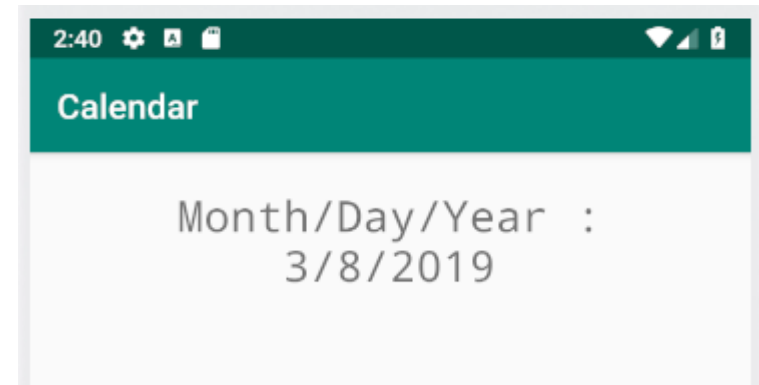
```
    @Override
```

```
    public void onDateSet(DatePicker view, int year, int month, int dayOfMonth) {
```

```
        String date = "Month/Day/Year : " + month + "/" + dayOfMonth + "/" + year;
```

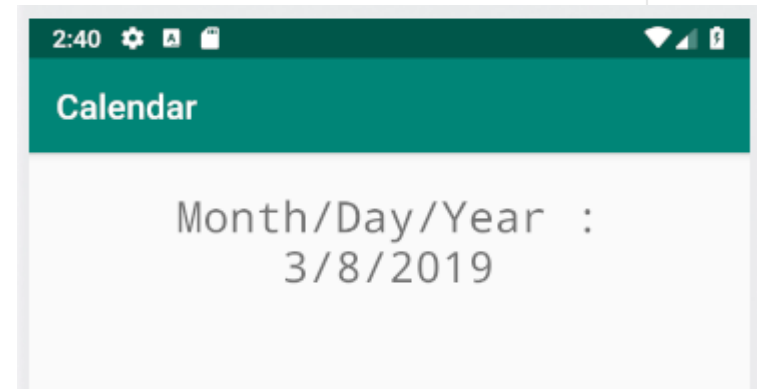
```
        tvDOB.setText(date);
```

```
    }
```



Another way

```
private void loadCalendar() {  
    // Use the current date as the default date in the picker  
    final Calendar c = Calendar.getInstance();  
    int year = c.get(Calendar.YEAR);  
    int month = c.get(Calendar.MONTH);  
    int day = c.get(Calendar.DAY_OF_MONTH);  
    DatePickerDialog datePickerDialog = new DatePickerDialog(context, this, new DatePickerDialog.OnDateSetListener() {  
        @Override  
        public void onDateSet(DatePicker view, int year, int month, int dayOfMonth) {  
            String date = "Month/Day/Year : " + month + "/" + dayOfMonth + "/" + year;  
            tvDOB.setText(date);  
        }  
    }, year, month, day);  
    datePickerDialog.show();  
}
```



Android Time Picker

TimePicker is a widget for selecting the time of day, in either 24-hour or AM/PM mode.

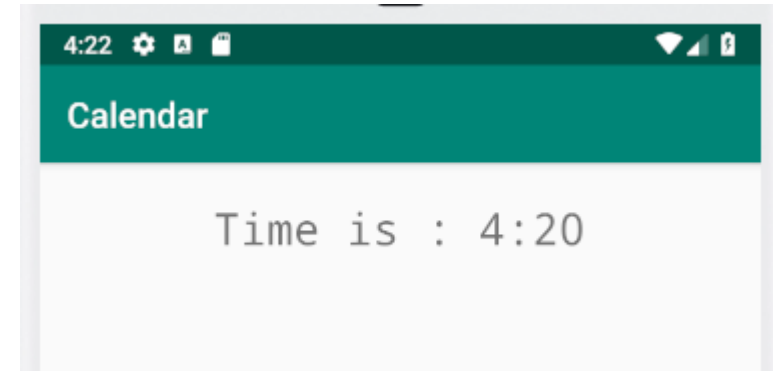
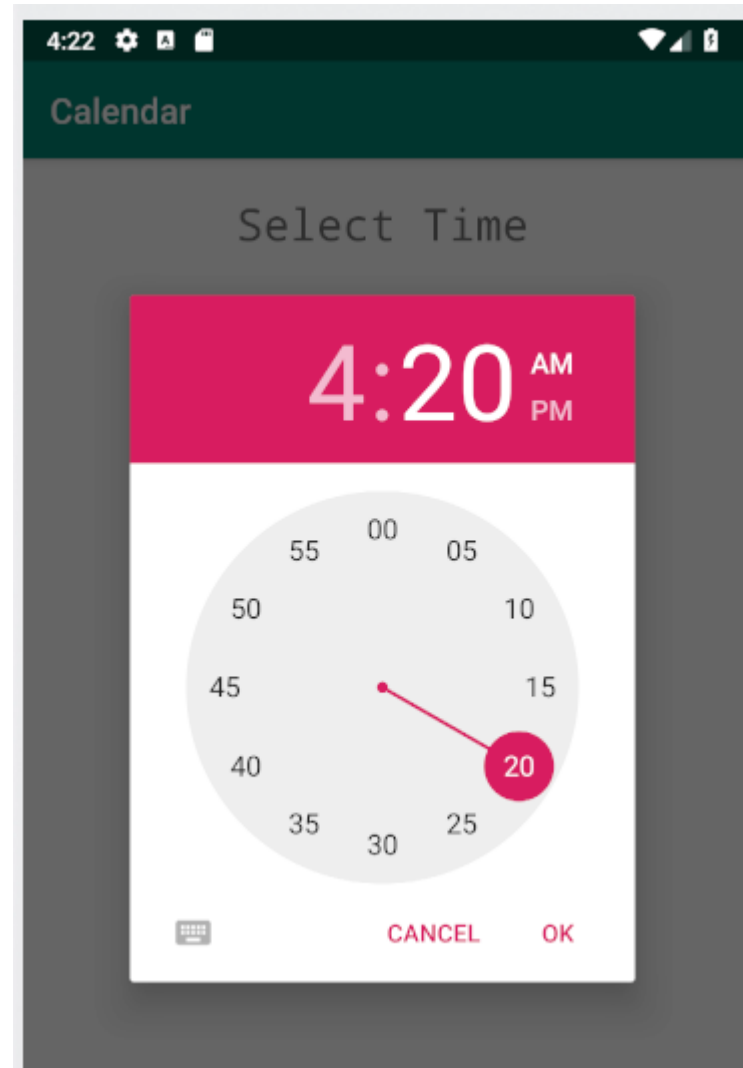
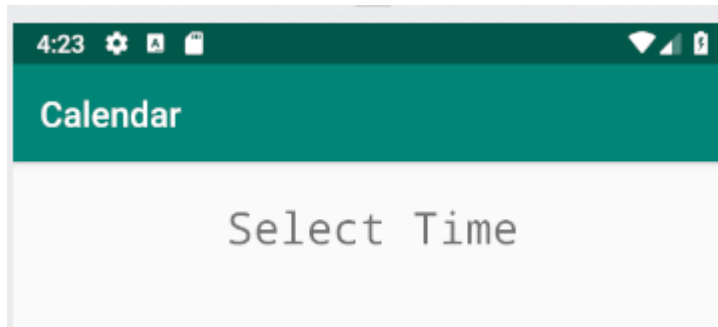
If we use **TimePicker** in our application, it will ensure that the users will select a valid time for the day.



Android Time Picker

```
public class DatePickerActivity extends AppCompatActivity {  
    private void loadTime() {  
        // Use the current date as the default date in the picker  
        final Calendar c = Calendar.getInstance();  
        final int hour = c.get(Calendar.HOUR);  
        int minute = c.get(Calendar.MINUTE);  
        int second = c.get(Calendar.SECOND);  
  
        TimePickerDialog timePickerDialog = new TimePickerDialog(context, this, new TimePickerDialog.OnTimeSetListener() {  
            @Override  
            public void onTimeSet(TimePicker view, int hourOfDay, int minute) {  
                tvTime.setText("Time is : " + hourOfDay + ":" + minute);  
            }  
        }, hour, minute, is24HourView: false);  
        timePickerDialog.show();  
    }  
  
    private TextView tvTime;  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_date_picker);  
  
        tvTime = findViewById(R.id.tvTime);  
        tvTime.setOnClickListener(new View.OnClickListener() {  
            @Override  
            public void onClick(View v) {  
                loadTime();  
            }  
        });  
    }  
}
```

Output

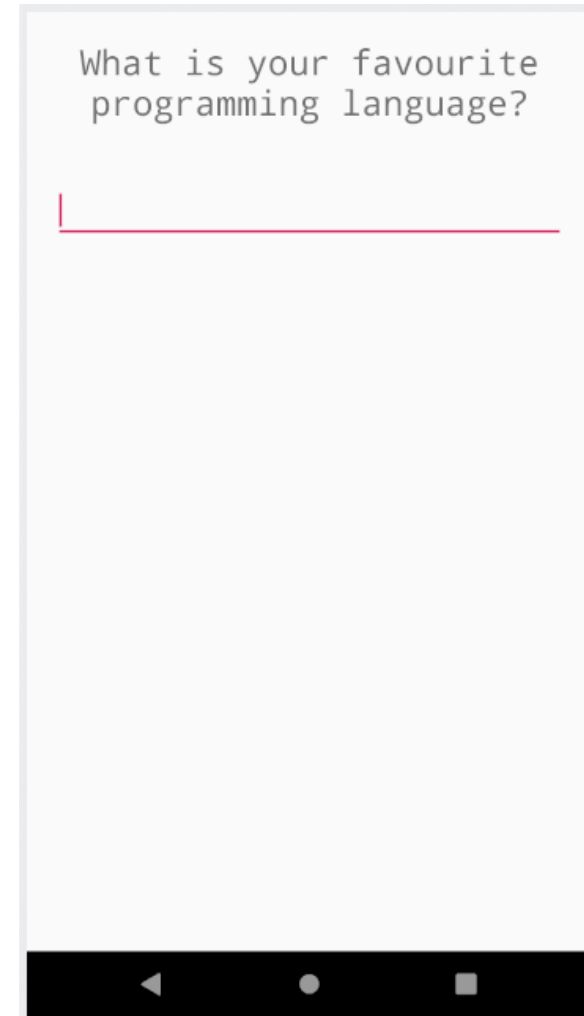
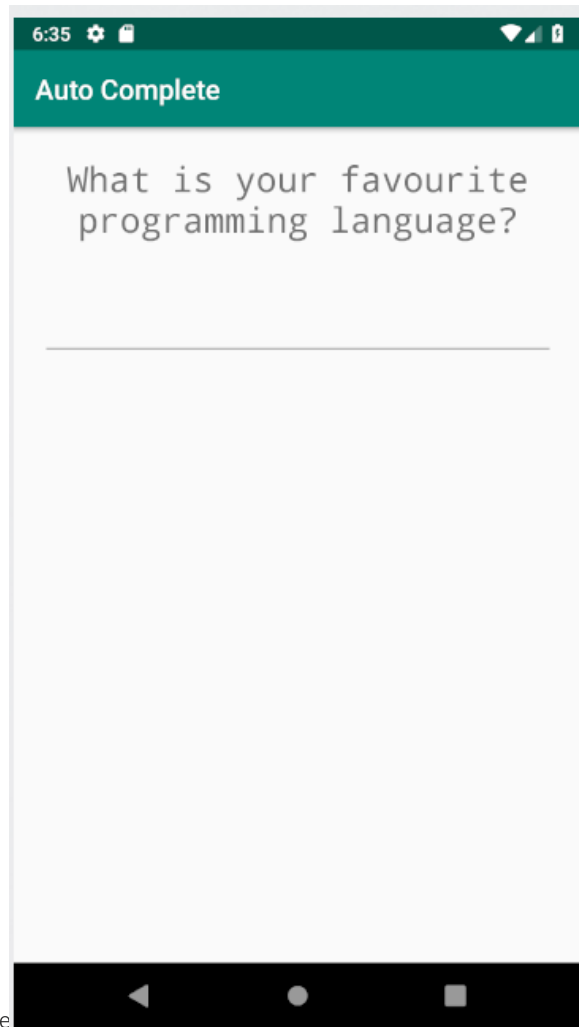


12 Hour format

```
TimePickerDialog timePickerDialog = new TimePickerDialog(context: this, new TimePickerDialog.OnTimeSetListener()
    @Override
    public void onTimeSet(TimePicker view, int hourOfDay, int minute) {
        String amPm;
        if(hourOfDay>=12)
        {
            hourOfDay-=12;
            amPm = "PM";
        }
        else
        {
            amPm="AM";
        }
        tvTime.setText(("Time is : " + hourOfDay + ":" + minute + " " + amPm).toString());
    }
}, hour, minute, is24HourView: false);
timePickerDialog.show();
```

Time is : 8:51 AM

Hiding Title Bar and Full Screen



Code

@Override

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);
```

Make sure you write this code
before setContentView()

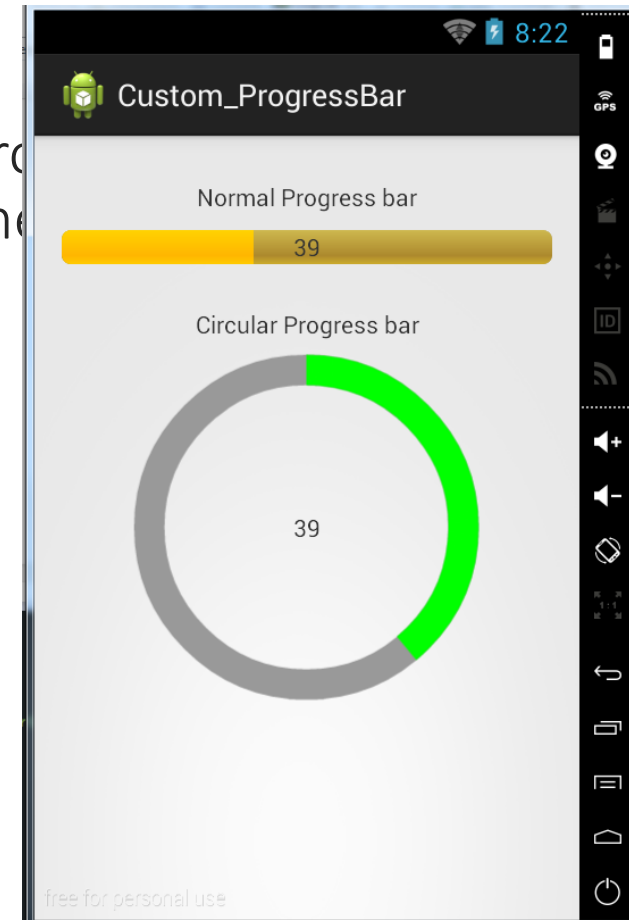
```
    requestWindowFeature(Window.FEATURE_NO_TITLE); //will hide the title  
    getSupportActionBar().hide(); // hide the title bar  
    this.getWindow().setFlags(WindowManager.LayoutParams.FLAG_FULLSCREEN,  
        WindowManager.LayoutParams.FLAG_FULLSCREEN); //enable full screen
```

```
    setContentView(R.layout.activity_auto_complete);
```

Progress Bar

Progress bars are used to show progress of a task.

For example, when you are uploading or downloading something from the internet, it is better to show the progress of download/upload to the user.



Progress Bar - Design

```
<ProgressBar
    android:id="@+id/progressBar"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="20dp"
    android:indeterminate="false"
    android:max="100"
    android:minHeight="50dp"
    android:minWidth="200dp"
    android:progress="1"
    style="?android:attr/progressBarStyleHorizontal"
/>
```


```
<TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
/>
```

```
<ProgressBar
    android:id="@+id/progressBar_cyclic"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:minHeight="50dp"
    android:minWidth="50dp"
    android:layout_gravity="center"
/>
```



```
private ProgressBar progressBar;  
private int progressStatus = 0;  
private TextView textView;  
private Handler handler = new Handler();
```

A **Handler** allows communicating back with UI thread from other background thread



```
@Override  
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_webview);  
  
    progressBar = findViewById(R.id.progressBar);  
    textView = findViewById(R.id.textView);  
  
    // Start long running operation in a background thread  
    new Thread(new Runnable() {  
        public void run() {  
            while (progressStatus < 100) {  
                progressStatus += 1;  
                // Update the progress bar and display the  
                //current value in the text view  
                handler.post(new Runnable() {  
                    public void run() {  
                        progressBar.setProgress(progressStatus);  
                        textView.setText(progressStatus+"/"+progressBar.getMax());  
                    }  
                });  
                try {  
                    // Sleep for 200 milliseconds.  
                    Thread.sleep(200);  
                } catch (InterruptedException e) {  
                    e.printStackTrace();  
                }  
            }  
        }  
    }).start();  
}
```