

Toast 显示与控制位置:

```
1. Toast toast = Toast.makeText(this, "Toast基本使用", Toast.LENGTH_SHORT);
2. toast.setGravity(Gravity.LEFT | Gravity.TOP, 20, 20);
3. toast.show();
```

AlertDialog.Builder 确认与取消实现

```
1. AlertDialog.Builder builder = new Builder(this);
2. builder.setTitle("我是标题") //
3.   .setMessage("我是正文内容") //
4.   .setIcon(R.drawable.ic_launcher) //
5.   .setPositiveButton("确认", new OnClickListener() {
6.       @Override
7.       public void onClick(DialogInterface dialog, int which) {
8.           Toast.makeText(MainActivity.this, "你按了确认按钮" + which,
9.               Toast.LENGTH_SHORT).show();
10.          // 默认有关闭功能
11.      }
12.  });
13. builder.setNegativeButton("取消啦!", new OnClickListener() {
14.     @Override
15.     public void onClick(DialogInterface dialog, int which) {
16.         Toast.makeText(MainActivity.this, "你按了取消按钮" + which,
17.             Toast.LENGTH_SHORT).show();
18.         // 默认有关闭功能
19.     }
20.  });
21. builder.show();
```

单选按钮实现:

```
1. final String[] sex = new String[] { "男", "女" };
2. AlertDialog.Builder builder = new Builder(this);
3. builder.setTitle("我是单选");
4. builder.setIcon(R.drawable.ic_launcher);
5. builder.setSingleChoiceItems(sex, 0, new OnClickListener() {
6.     @Override
7.     public void onClick(DialogInterface dialog, int which) {
8.         Toast.makeText(MainActivity.this,
9.             "你选择的是:" + sex[which], Toast.LENGTH_SHORT)
10.        .show();
11.        dialog.dismiss();
12.    }
13.  });
14. builder.show();
```

复选按钮实现:

```
1. final String[] city = new String[] { "北京", "上海", "广州" };
2. final boolean[] isSelected = new boolean[] { false, true, false };
3. AlertDialog.Builder builder = new Builder(this);
4. builder.setTitle("我是复选框");
```

```
5.     builder.setIcon(R.drawable.ic_launcher);
6.     builder.setMultiChoiceItems(city, isSelected,
7.         new OnMultiChoiceClickListener() {
8.
9.             @Override
10.            public void onClick(DialogInterface dialog, int which,
11.                boolean isChecked) {
12.                Toast.makeText(MainActivity.this,
13.                    "你的city[" + which + "]"的值为:" + isChecked,
14.                    Toast.LENGTH_SHORT).show();
15.            }
16.        });
17.     builder.setPositiveButton("确认", new OnClickListener() {
18.         @Override
19.         public void onClick(DialogInterface dialog, int which) {
20.             StringBuffer buffer = new StringBuffer();
21.             for (int i = 0; i < city.length; i++) {
22.                 if (isSelected[i]) {
23.                     buffer.append(city[i] + ",");
24.                 }
25.             }
26.             Toast.makeText(MainActivity.this, buffer.toString(),
27.                 Toast.LENGTH_SHORT).show();
28.         }
29.     });
30.     builder.show();
```

文本框按钮实现:

```
1.     final EditText editText = new EditText(this);
2.     AlertDialog.Builder builder = new Builder(this);
3.     builder.setTitle("我是标题").setMessage("我是正文内容")
4.         .setIcon(R.drawable.ic_launcher).setView(editText)
5.         .setPositiveButton("确认啦!", new OnClickListener() {
6.             @Override
7.             public void onClick(DialogInterface dialog, int which) {
8.                 Toast.makeText(MainActivity.this,
9.                     "您输入的值:" + editText.getText().toString(),
10.                    Toast.LENGTH_SHORT).show();
11.            }
12.        });
13.     builder.show();
```