

The toast:

a)

```
public void ParentChoiceToast() {
    Context context = getApplicationContext();
    CharSequence text = "Messaging Mom!";
    int duration = Toast.LENGTH_SHORT;
    Toast.makeText(context, text, duration).show();
}
```

b) After the user chooses a parent to send their message to, the toast will appear in the second activity to remind the user of which parent they chose.

Confirmation Dialog:

a)

```
public Dialog ButtonPresser(Bundle savedInstanceState) {
    AlertDialog.Builder builder = new AlertDialog.Builder(getActivity());
    builder.setMessage(R.string.dialog_Are_you_sure)
        .setPositiveButton(R.string.Yes, new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int id) {
                //Continue with parent
            }
        })
        .setNegativeButton(R.string.No, new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int id) {
                //Change parent
            }
        });
    return builder.create();
}

AlertDialog.Builder builder = new AlertDialog.Builder(getActivity());
builder.setMessage(R.string.dialog_Are_you_sure)
    .setPositiveButton(R.string.Yes, new DialogInterface.OnClickListener() {
        public void onClick(DialogInterface dialog, int id) {
            //Continue with parent
        }
    })
    .setNegativeButton(R.string.No, new DialogInterface.OnClickListener() {
        public void onClick(DialogInterface dialog, int id) {
            //Change parent
        }
    });
return builder.create();
}
```

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b)

```
public void ChooseMom(View view) {
    Intent intent = new Intent(packageContext, Main2Activity.class);
    String message = "Send to Mom";
    ButtonPresser(true);
    intent.putExtra(EXTRA_MESSAGE, message);
    startActivity(intent);
}

public void ChooseDad(View view) {
    Intent intent = new Intent(packageContext, Main2Activity.class);
    String message = "Send to Dad";
    ButtonPresser(true);
    intent.putExtra(EXTRA_MESSAGE, message);
    startActivity(intent);
}

public Dialog ButtonPresser(Bundle savedInstanceState) {
    AlertDialog.Builder builder = new AlertDialog.Builder(getActivity());
    builder.setMessage(R.string.dialog_Are_you_sure)
        .setPositiveButton(R.string.Yes, new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int id) {
                //Continue with parent
            }
        })
        .setNegativeButton(R.string.No, new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int id) {
                //Change parent
            }
        });
    return builder.create();
}
```

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c)As you can see in the creation if my dialog builder it creates a new dialog builder each time so it can be used multiple times through out the program.

UI Wiring:

```
public class Main2Activity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main2);

        Intent intent = getIntent();
        String message = intent.getStringExtra(MainActivity.EXTRA_MESSAGE);
        TextView textView = findViewById(R.id.textView);
        textView.setText(message);
    }
}
```

