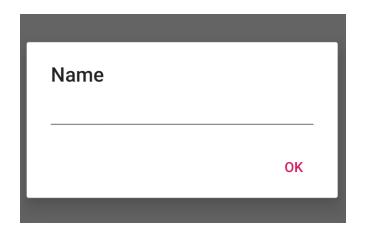
## How to create a custom AlertDialog in Android

Sometimes in <u>AlertDialog</u>, there is need to get input from the user or customize according to our requirements. So we create custom AlertDialogs. This post will show how to customize the AlertDialogs and take the input from it.



Below is the step by step implementation of the above approach:

• **Step 1:** Create a XML file: **custom\_layout.xml**. Add the below code in custom\_layout.xml. This code defines the alertdialog box dimensions and add a **edittext** in it.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  android:orientation="vertical"
  android:paddingLeft="20dp"
  android:paddingRight="20dp"
  android:layout_width="match_parent"
  android:layout_height="match_parent">

  <EditText
    android:id="@+id/editText"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"/>
  </LinearLayout>
```

• Step 2: Add a button in activity\_main.xml. The button when clicked will show the AlertDialog box.

```
android:onClick="showAlertDialogButtonClicked"
    android:text="Show Dialog"
    />
</LinearLayout>
```

## • Step 3:

Add **custom\_layout.xml** in that activity in which you want to show custom alert dialog here it is added in MainActivity.java.

```
public class MainActivity
    extends AppCompatActivity {
    @Override
    protected void onCreate (
        Bundle savedInstanceState)
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
    }
    public void showAlertDialogButtonClicked(View view)
        // Create an alert builder
        AlertDialog.Builder builder
            = new AlertDialog.Builder(this);
        builder.setTitle("Name");
        // set the custom layout
        final View customLayout
            = getLayoutInflater()
                  .inflate(
                      R.layout.custom layout,
                      null);
        builder.setView(customLayout);
        // add a button
        builder
            .setPositiveButton(
                "OK",
                new DialogInterface.OnClickListener() {
                    @Override
                    public void onClick(
                        DialogInterface dialog,
                        int which)
                        // send data from the
                         // AlertDialog to the Activity
                        EditText editText
                             = customLayout
                                   .findViewById(
                                       R.id.editText);
                         sendDialogDataToActivity(
                             editText
                                 .getText()
                                 .toString());
                    }
```