**This is a simple app that puts up a Yes/No message box and processes the input.**  
When the Yes button is pressed, it flashes a toast message.   
When the No button is pressed, it does nothing.

public class YesNoSampleActivity extends Activity {

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.main);

//Put up the Yes/No message box

AlertDialog.Builder builder = new AlertDialog.Builder(this);

builder

.setTitle("Erase hard drive")

.setMessage("Are you sure?")

.setIcon(android.R.drawable.ic\_dialog\_alert)

.setPositiveButton("Yes", new DialogInterface.OnClickListener() {

public void onClick(DialogInterface dialog, int which) {

//Yes button clicked, do something

Toast.makeText(YesNoSampleActivity.this, "Yes button pressed",

Toast.LENGTH\_SHORT).show();

}

})

.setNegativeButton("No", null) //Do nothing on no

.show();

// Continue code after the Yes/No dialog

// ....

}

}

Note: within the embedded anonymous DialogInterface.OnClickListener's onClick method, if you wish to access the YesNoSampleActivity object's this, you use the special syntax: *YesNoSampleActivity.this*

Download the [complete Eclipse project source](http://www.wolinlabs.com/blog/YesNoSample.zip" \o "Download Yes/No sample Eclipse project).