Practical 5 – Create an android app that demonstrate:

a) Use of Keyboards
b) Input Controls,
c) Alert
d) Date and Time Pickers.

1. Use of keyboard attributes in text entry controls:

Touching an EditText editable text field places the cursor in the text field and automatically displays the on-screen keyboard. In this practical we tried using various attributes:

- `android:inputType="textCapSentences"`: Sets the keyboard to capital letters at the beginning of sentences.
- `android:inputType="textAutoCorrect"`: Sets the keyboard to show automatic spelling corrections as you enter characters.
- `android:inputType="textMultiLine"`: Enables the Return key on the keyboard to end lines and create new blank lines without closing the keyboard.
- `android:inputType="textPassword"`: Sets the characters the user enters into dots to conceal the entered password.

2. Use of AlertDialog

A Dialog is small window that prompts the user to a decision or enter additional information.

In order to make an alert dialog, you need to make an object of AlertDialogBuilder which an inner class of AlertDialog. Its syntax is given below

```
AlertDialog.Builder alertDialogBuilder = new AlertDialog.Builder(this);
```

Methods associated with AlertDialog are:

setIcon(Drawable icon)

This method set the icon of the alert dialog box.

setMessage(CharSequence message)

This method sets the message to be displayed in the alert dialog

setTitle(CharSequence title)

This method set the title to be appear in the dialog

After creating and setting the dialog builder , you will create an alert dialog by calling the create() method of the builder class. Its syntax is

```
AlertDialog alertDialog = alertDialogBuilder.create();
alertDialog.show();
```