

Mobile Application Development

Fonts, Dialog box

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

FONTS

- Typeface
- Default font
 - a. Normal
 - b. Sans
 - c. Serif
 - d. Monospace
- XML or Java

FONTS

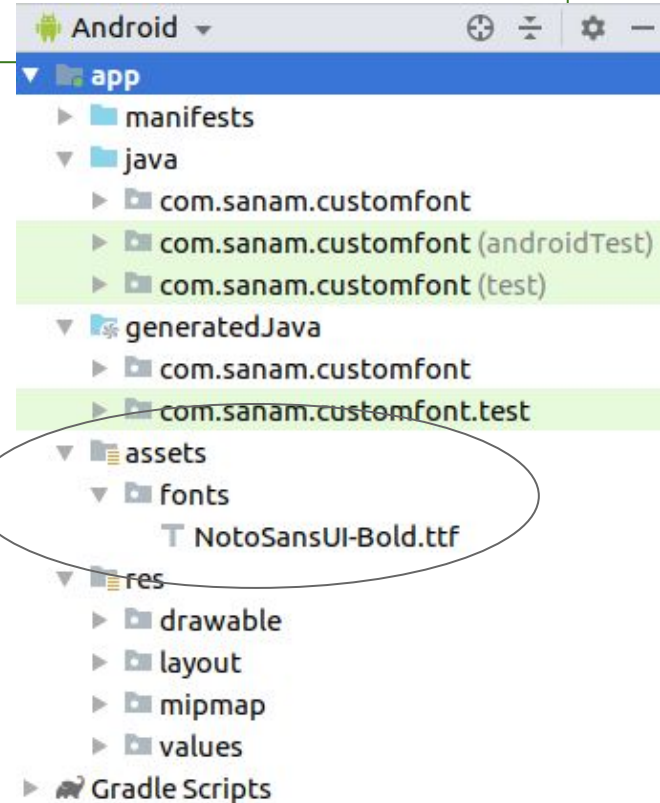
```
<TextView  
  android:layout_width="wrap_content"  
  android:layout_height="wrap_content"  
  android:text="Hello World!"  
  android:textSize="30sp"  
  android:typeface="monospace"  
  
>
```

FONT

- Assets folder
- As many fonts you want

FONTS

App>assets>fonts>font_name.extension



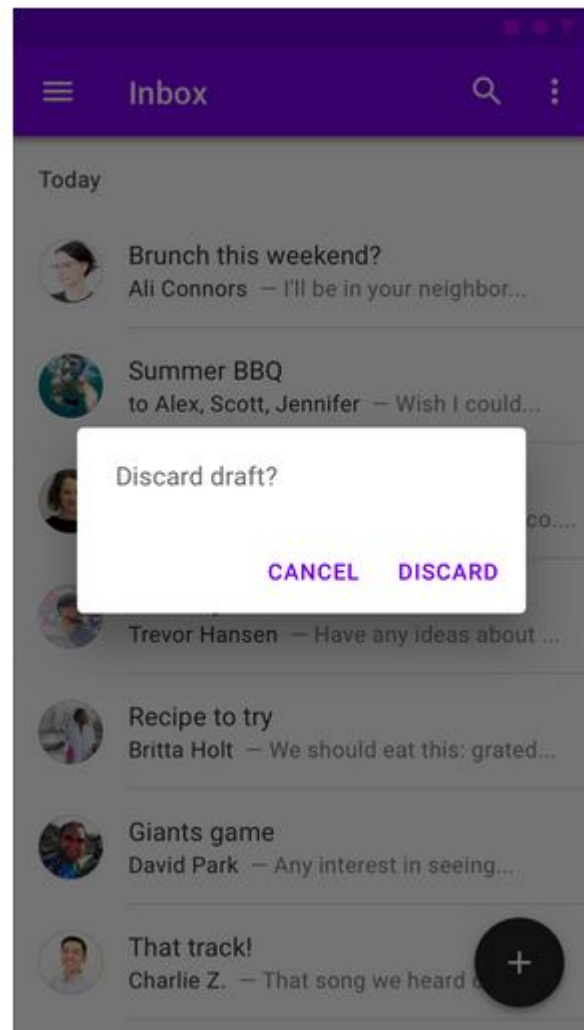
FONT

| | |
|------------------------------|--|
| <code>static Typeface</code> | <code>create(Typeface family, int weight, boolean italic)</code> Creates a typeface object that best matches the specified existing typeface and the specified weight and italic style Below are numerical values and corresponding common weight names. |
| <code>static Typeface</code> | <code>create(Typeface family, int style)</code> Create a typeface object that best matches the specified existing typeface and the specified Style. |
| <code>static Typeface</code> | <code>create(String familyName, int style)</code> Create a typeface object given a family name, and option style information. |
| <code>static Typeface</code> | <code>createFromAsset(AssetManager mgr, String path)</code> Create a new typeface from the specified font data. |
| <code>static Typeface</code> | <code>createFromFile(File file)</code> Create a new typeface from the specified font file. |
| <code>static Typeface</code> | <code>createFromFile(String path)</code> Create a new typeface from the specified font file. |
| <code>static Typeface</code> | <code>defaultFromStyle(int style)</code> Returns one of the default typeface objects, based on the specified style |
| <code>boolean</code> | <code>equals(Object o)</code> Indicates whether some other object is "equal to" this one. |

FONTS

```
Typeface typeface =  
Typeface.createFromAsset(getAssets(),  
"font_name.extension");
```

DIALOGS



DIALOGS

- Title
- Message
- Three button
 - Positive
 - Negative
 - Neutral

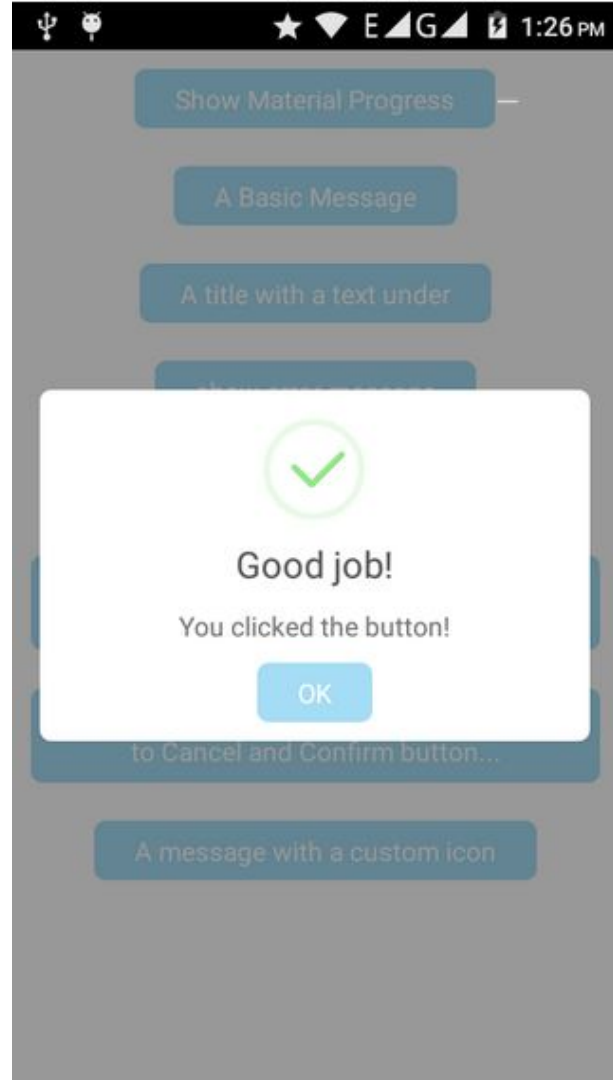
DIALOGS

```
AlertDialog.Builder builder = new
AlertDialog.Builder(getActivity());
    builder.setMessage(R.string.dialog_fire_missiles)
        .setPositiveButton(R.string.fire, new
DialogInterface.OnClickListener() {
    public void onClick(DialogInterface dialog, int
id) {

        // FIRE ZE MISSILES!
    }
})
    .setNegativeButton(R.string.cancel, new
DialogInterface.OnClickListener() {
    public void onClick(DialogInterface dialog, int
id) {

        // User cancelled the dialog
    }
});
// Create the AlertDialog object and return it
return builder.create();
}
}
```

CUSTOM DIALOG



CUSTOM DIALOG

- Custom dialog UI
- Inflate using
LayoutInflater