

*. Application for Progress dialog box

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android">
```

```
    package="com.example.progress-dialog">
```

```
    <application
```

```
        android:allowBackup="true"
```

```
        android:icon="@mipmap/ic_launcher"
```

```
        android:label="Progress-Dialog"
```

```
        android:roundIcon="@mipmap/ic_launcher_round"
```

```
        android:supportRtl="true"
```

```
        android:theme="@style/AppTheme">
```

```
            <activity android:name="MainActivity">
```

```
                <intent-filter>
```

```
                    <action android:name="android.intent.action.MAIN">
```

```
                        <category android:name="android.intent.category.LAUNCHER">
```

```
                    </intent-filter>
```

```
                </activity>
```

```
            </application>
```

```
        </manifest>
```

1838/A05B3

Linear Layout xmlns:android="http://schemas.android.com/apk/res/android"

XmLNS: layout - width = 'match-parent'.

android:orientation = 'vertical'.

2 Button

android : layout_width = "match_parent"

android : text = "Download"

2/Linear layout

```
package com.example . progress_dialog ;
import androidx . appcompat . app . ProgressDialog;
import androidx . appcompat . app . ProgressDialog;
import androidx . appcompat . content . DialogInterface;
import android . content . DialogInterface;
import android . os . Bundle;
import android . view . View;
import android . widget . Toast;
```

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public

class MainActivity extends AppCompatActivity {
 ProgressDialog progress;
 protected void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 setContentView(R.layout.activity_main);
 }
}

public void download(View view) {
 progress = new ProgressDialog(this);
 progress.setMessage("Downloading music");
 progress.setProgressStyle(ProgressDialog.
 ProgressDialog.STYLE_SPINNER);
 progress.setIndeterminate(true);
 progress.setProgress(0);
 progress.show();
}

final int totalProgressTime = 100;
final Thread t = new Thread() {
 public void run() {
 int jumpTime = 0;
 while (jumpTime < totalProgressTime) {
 try {
 sleep(100);
 jumpTime += 5;
 progress.setProgress(jumpTime);
 } catch (InterruptedException e) {
 e.printStackTrace();
 }
 }
 }
};
t.start();
}