



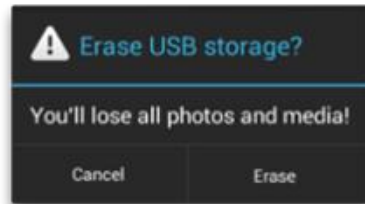
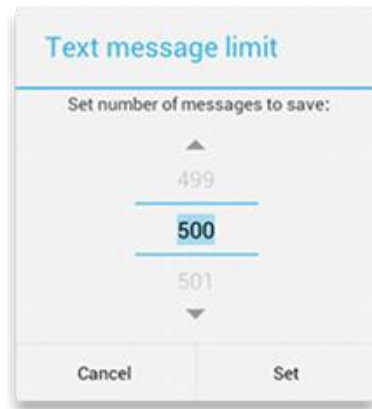
Dialogs

Dialogs



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

[Official Guide to Dialogs](#)

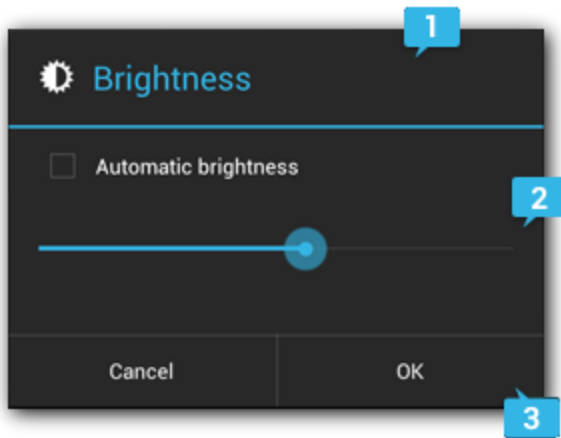


AlertDialog



The [AlertDialog](#) class allows you to build a variety of dialog designs and is often the only dialog class you'll need.

- 1. Title** - This is optional and should be used only when the content area is occupied by a detailed message, a list, or custom layout. If you need to state a simple message or question (such as the dialog in figure 1), you don't need a title.
- 2. Content area** - This can display a message, a list, or other custom layout.
- 3. Action buttons** - There should be no more than three action buttons in a dialog.



More Examples



Choose ringtone

Default ringtone	<input checked="" type="radio"/>
Silent	<input type="radio"/>
Aldebaran	<input type="radio"/>
Altair	<input type="radio"/>
Antares	<input type="radio"/>
Arcturus	<input type="radio"/>
Betelgeuse	<input type="radio"/>
Canopus	<input type="radio"/>
Cancel	OK

Snooze length

9

10 minutes

11

Cancel OK

Playlist name

Playlist 1

Cancel OK

DialogFragment



- You should use a [DialogFragment](#) as a container for your dialog.
- Typically will return an AlertDialog.

DialogFragment



```
public static class MyQuestionDialogFragment extends DialogFragment {
    @Override
    public Dialog onCreateDialog(Bundle savedInstanceState) {
        AlertDialog.Builder builder = new AlertDialog.Builder(getActivity());
        builder.setMessage("Are you smart?")
            .setPositiveButton("Yes", new DialogInterface.OnClickListener() {
                public void onClick(DialogInterface dialog, int id) {
                    // Celebrate
                }
            })
            .setNegativeButton("No", new DialogInterface.OnClickListener() {
                public void onClick(DialogInterface dialog, int id) {
                    // Cry alone in a cold dark room
                }
            });
        return builder.create();
    }
}
```

MainActivity.java



```
Button button = (Button) findViewById(R.id.button);
button.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        MyQuestionDialogFragment fragment = new MyQuestionDialogFragment();
        fragment.show(getSupportFragmentManager(), "question");
    }
});
```

Passing Events Back to Host



[Documentation](#)

Use general strategy with fragments:

1. Create a special interface
2. Host activity should implement interface
3. Cast activity to interface in onAttach

AlertDialog Customizability

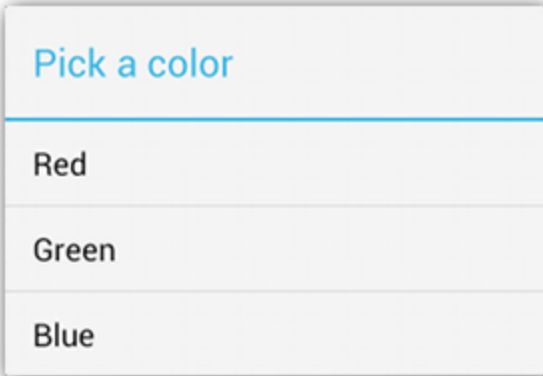


Figure 1. A dialog with a title and list.

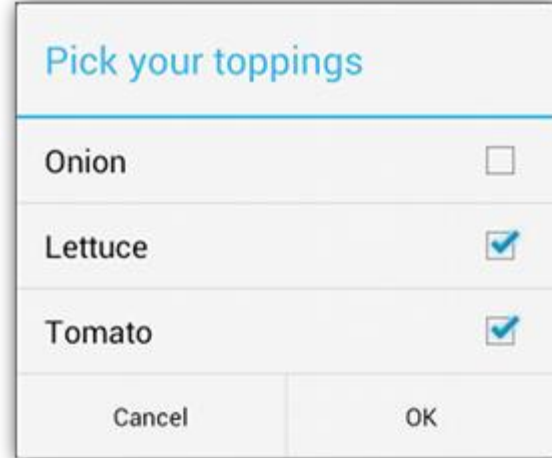
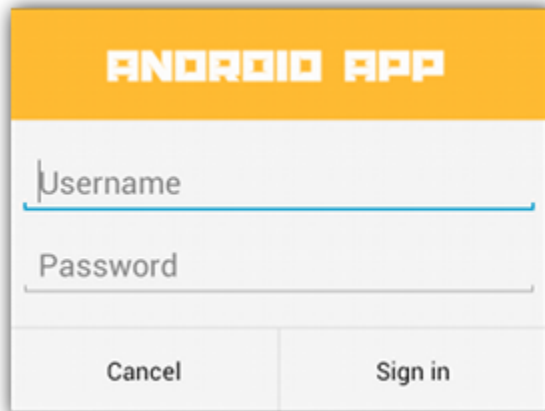


Figure 2. A list of multiple-choice items.

Custom Dialogs



Use AlertDialog and a LayoutInflater.



Custom layout file

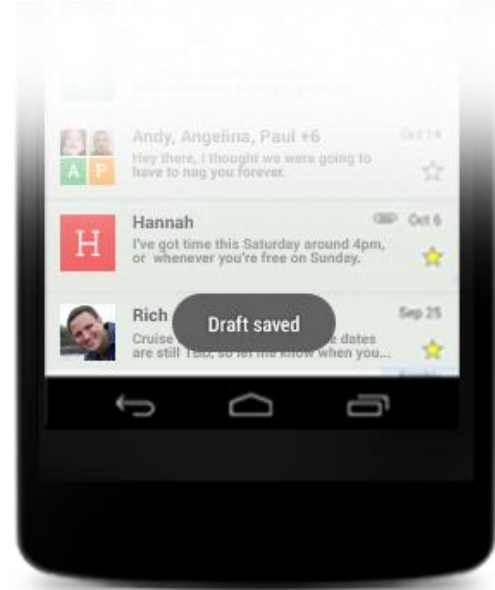
Standard AlertDialog functionality
(setPositiveButton and setNegativeButton)

Toasts



Toasts provide lightweight feedback about an operation in a small popup.

Automatically disappear after a timeout.





Questions?