5. Toasts

- A toast provides simple feedback about an operation in a small popup.

- It only fills the amount of space required for the message and the current activity remains visible and interactive

- Toasts automatically disappear after a timeout.

Toasts (con…)

- First, instantiate a Toast object with one of the makeText() methods.

- This method takes three parameters: the application Context, the text message, and the duration for the toast. It returns a properly initialized Toast object.

- You can display the toast notification with show().

Toasts (con…)

```
Context context = getApplicationContext();
CharSequence text = "Hello toast!";
int duration = Toast.LENGTH_SHORT;
Toast toast = Toast.makeText(context, text, duration);
toast.show();
```

(or)

```
Toast.makeText(context, text, duration).show();
```

(or)

```
Toast.makeText(getApplicationContext(),"Hello
toast!", Toast.LENGTH_"HORT).show();
```

Positioning your Toast

- A standard toast notification appears near the bottom of the screen, centered horizontally.

- You can change this position with the setGravity(int, int, int) method.

- This accepts three parameters: a Gravity constant, an x-position offset, and a y-position offset.

- Exmaple

toast.setGravity(Gravity.TOP|Gravity.LEFT, 0, 0);