## **Lecture 14 Practice**

### Step 1: Create a Simple App UI.

#### Step 1.1: Create a new project.

A picture containing text, screenshot, monitor, computer

Description automatically generated

#### Step 1.2: Add a button **Open Dialog** and set its constraints.

Graphical user interface

Description automatically generated

#### Step 1.3: Add onClick event handler.

Text

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### Step 2: Complete Dialog Code.

#### Step 2.1: Create AlertDialog.Builder and Set Title and Message.

Text

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#### Step 2.2: Add positive and negative button code.

Text

Description automatically generated

#### Step 2.3: Create AlertDialog and set Builder.

Text

Description automatically generated

### Step 3: Test the App.

#### Step 3.1: Run the App.

Graphical user interface, application, Teams

Description automatically generated

After clicking Open Dialog.

Graphical user interface, text, application

Description automatically generated

#### Step 3.2: Click on the “Ok” button.

Graphical user interface, application, Teams

Description automatically generated

#### Step 3.3: Click on the “Cancel” button.

Graphical user interface, application, Teams

Description automatically generated

### Step 4: Add new Layout.

#### Step 4.1: Create new Layout.

A screenshot of a computer

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#### Step 4.2: Design UI of the Layout.

Graphical user interface, application

Description automatically generated

#### Step 4.3: Set layout in MainActivity.java.

Graphical user interface, text

Description automatically generated

#### Step 4.4: Run the App.