

Assignment: Dialog Basics

- 1) What is dialog?
 - A dialog is a small window that prompts the user to make a decision.
 - A dialog does not fill the screen and is normally used for modal events that require users to take an action before they can proceed. Example: deletion of file/data, uninstallation, formatting storage etc.
 - Practiced method to instantiate a dialog is by using sub classes AlertDialog, ProgressDialog, DatePickerDialog or TimePickerDialog even though Dialog class is the base class for dialogs.

- 2) How to create custom dialog?
 - To create a dialog create a class that inherits from the DialogFragment class and create an AlertDialog object in the onCreateDialog() method import.
 - A dialog box is created initiated declared and the layout of the dialog is taken from the UI that has been created and it is bound using the Layout Inflator and while running the program the dialog will use the layout of the UI that has been bound using layout inflator.

- 3) How to use existing dialogs?
 - The DialogFragment can implement the onCreateDialog method and return an existing dialog as showDialog (int) has been deprecated in android studio.