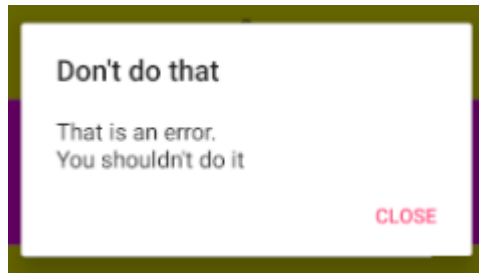
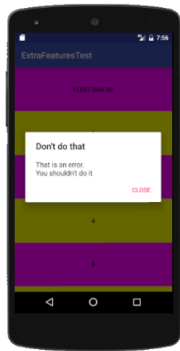


Adding A Dialog Box



1. Add in and customize the Dialog Box

```
public void makeDialogBox() {  
    new AlertDialog.Builder(this)  
        //The title on the Dialog  
        .setTitle("Don't do that")  
        //The message that will appear  
        .setMessage("That is an error." +  
                    "\nYou shouldn't do it")  
        //What to do if the button is pressed  
        .setPositiveButton("Close", new DialogInterface.OnClickListener() {  
            public void onClick(DialogInterface dialog, int which) {  
                //do something if they click the button  
                //otherwise, it just dismisses the dialog  
            }  
        }).show();  
}
```

2. Call it in an event where it is needed.

```
makeDialogBox();
```