

# AlertDialog Settings

## Dialog Box with Pictures

This code can be called in an onClick:

```
//Create a dialog box
AlertDialog.Builder builder = new AlertDialog.Builder(this);
builder.setPositiveButton("OK", null);

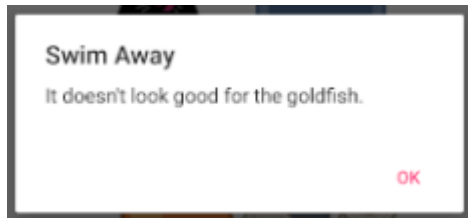
//Build the ImageView to add
ImageView i = new ImageView(this);
i.setImageResource(R.drawable.cat6);
builder.setView(i);

//Pick the other settings
builder.setTitle("Oh no!");
builder.setMessage("Don't waste the toilet paper!");

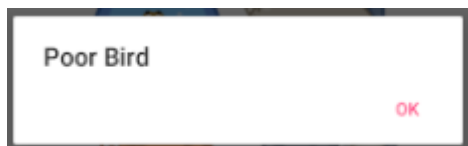
//Show dialog box on the screen
builder.show();
```



Pieces like the title, image and message can be removed as the programmer desires.



```
//Create a dialog box
AlertDialog.Builder builder = new AlertDialog.Builder(this);
builder.setPositiveButton("OK", null);
//Pick the other settings
builder.setTitle("Swim Away");
builder.setMessage("It doesn't look good for the goldfish.");
//Show dialog box on the screen
builder.show();
```



```
//Create a dialog box
AlertDialog.Builder builder = new AlertDialog.Builder(this);
builder.setPositiveButton("OK", null);
//Pick the other settings
builder.setTitle("Poor Bird");
//Show dialog box on the screen
builder.show();
```