



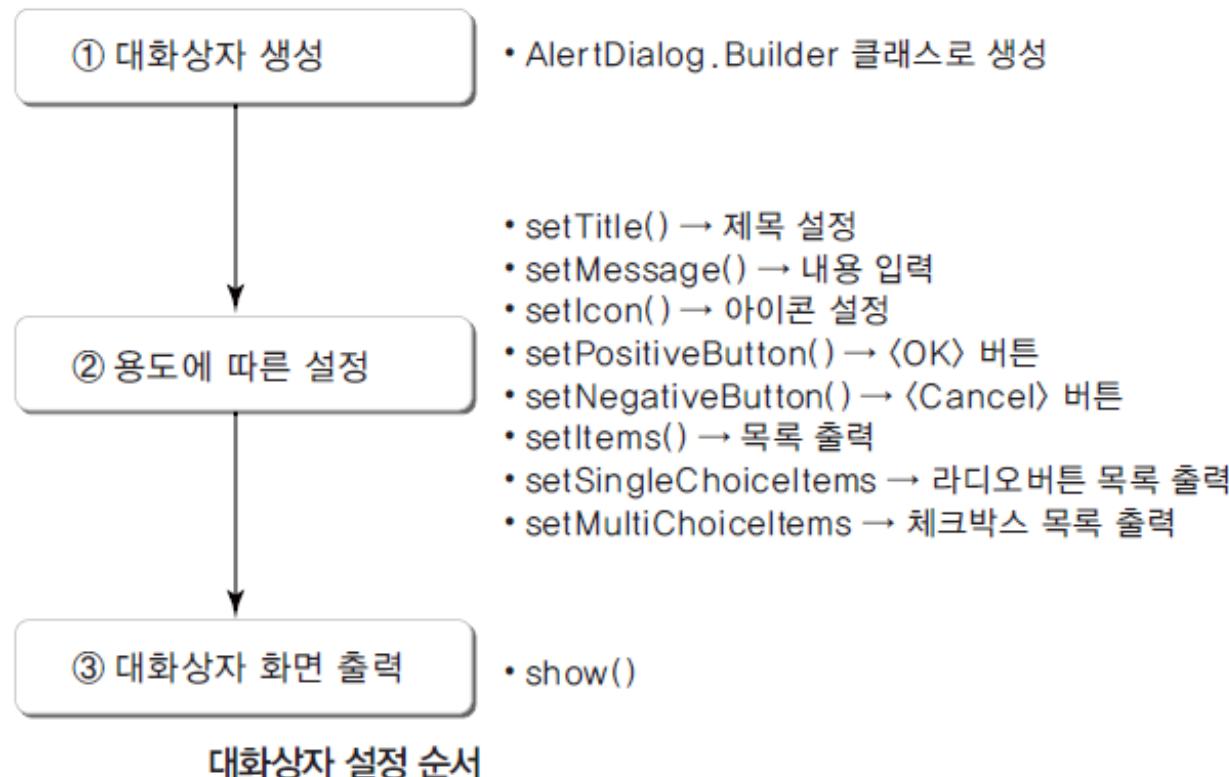
# 대화상자

# 기본 대화상자



## ❖ 개요

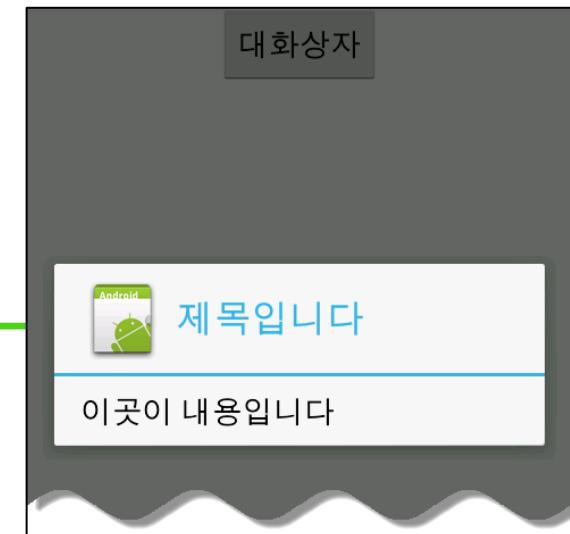
- ✓ 화면에 메시지를 보낸 후, 확인/취소 등의 사용자 선택을 받음
- ✓ 일반적인 사용 방법



## ❖ 기본 대화상자 예제 1 : 버튼 없음

### 프로젝트 정보

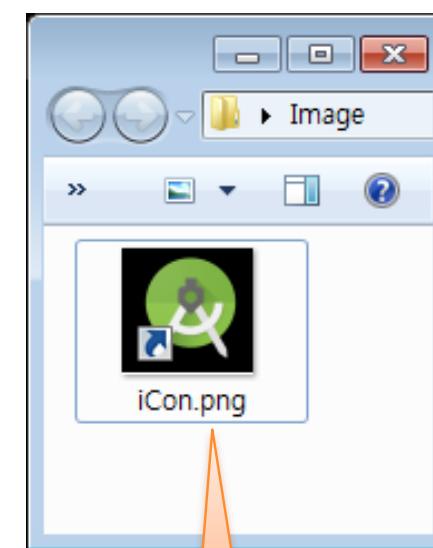
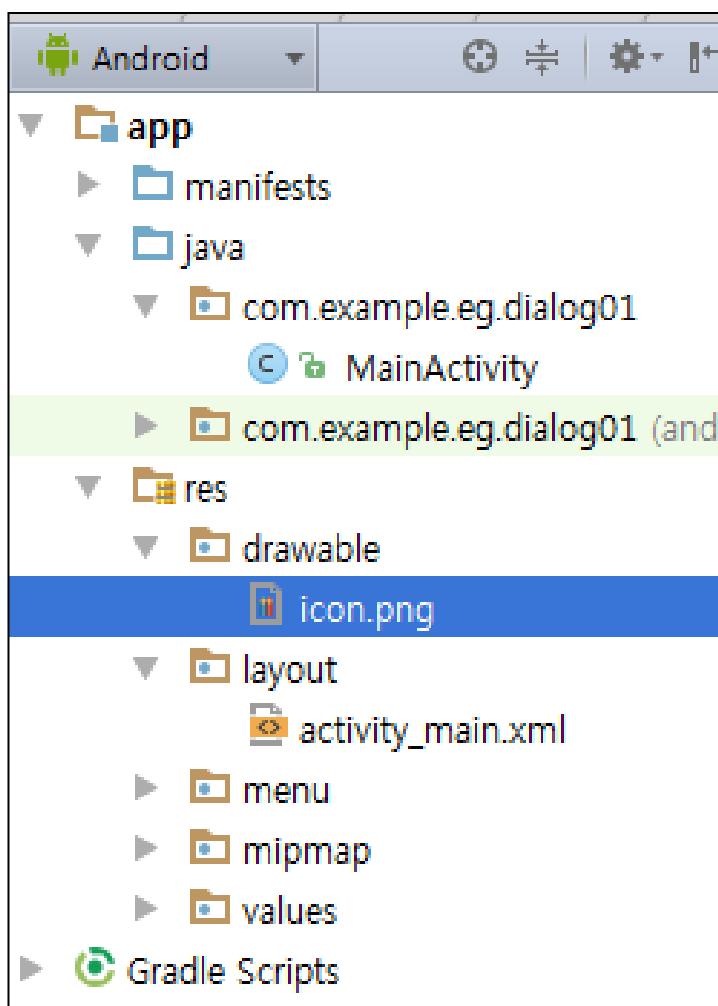
- ✓ Application Name: Dialog01
- ✓ Minimum SDK : API 16
- ✓ Activity Name : MainActivity
- ✓ Layout Name : activity\_main
- ✓ Title : MainActivity
- ✓ Menu Resource Name: menu\_main





```
activity_main.xml x
1 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
2     xmlns:tools="http://schemas.android.com/tools"
3     android:layout_width="match_parent"
4     android:layout_height="match_parent"
5     android:gravity="center"
6     tools:context=".MainActivity">
7
8     <Button
9         android:id="@+id/btn01"
10        android:layout_width="wrap_content"
11        android:layout_height="wrap_content"
12        android:text="Dialog Box" />
13
14 </LinearLayout>
```





복사

```
1 package com.example.eg.dialog01;  
2  
3 import ...  
4  
5 public class MainActivity extends ActionBarActivity {  
6  
7     @Override  
8     protected void onCreate(Bundle savedInstanceState) {  
9         super.onCreate(savedInstanceState);  
10        setContentView(R.layout.activity_main);  
11  
12        final Button btn01 = (Button) findViewById(R.id.btn01);  
13        btn01.setOnClickListener(new View.OnClickListener() {  
14            @Override  
15            public void onClick(View view) {  
16                AlertDialog.Builder dlg =  
17                    new AlertDialog.Builder(MainActivity.this);  
18                dlg.setTitle("제목입니다.");  
19                dlg.setMessage("이곳이 내용입니다.");  
20                dlg.setIcon(R.drawable.icon);  
21                dlg.show();  
22            }  
23        });  
24    }  
25}  
26}  
27}  
28}
```

대화상자 생성(내부 클래스로 컨텍스트 지정)

제목/내용/아이콘/  
지정



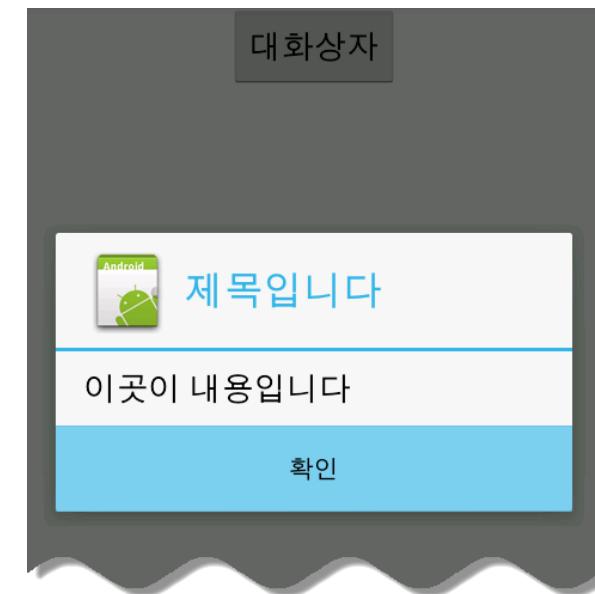
# 기본 대화상자



## ❖ 기본 대화상자 예제 2 : 버튼 1개와 클릭 시 작동코드

### 프로젝트 정보

- ✓ Application Name: Dialog02
- ✓ Minimum SDK : API 16
- ✓ Activity Name : MainActivity
- ✓ Layout Name : activity\_main
- ✓ Title : MainActivity
- ✓ Menu Resource Name: menu\_main



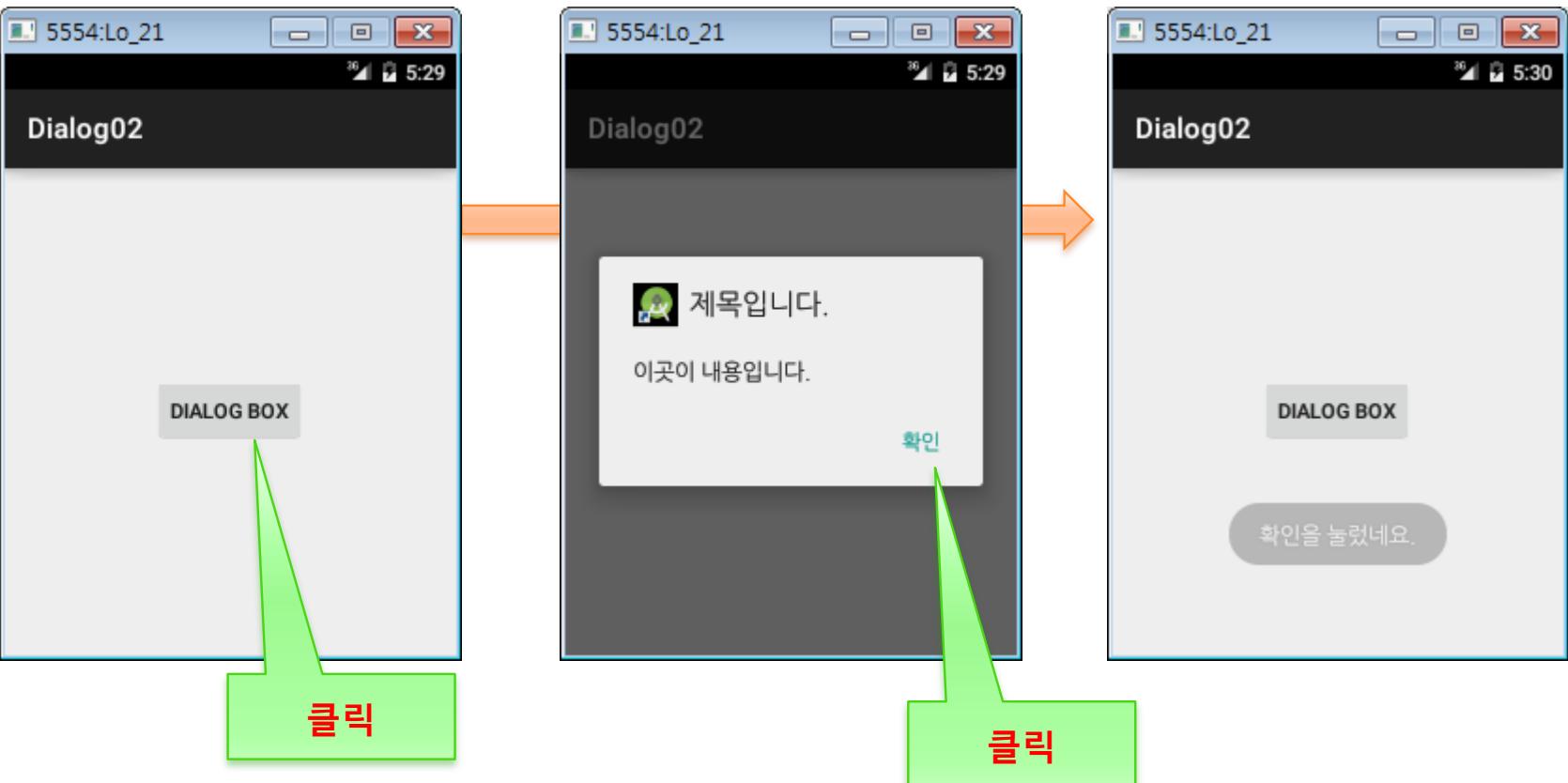
```
activity_main.xml x  
1 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
2     xmlns:tools="http://schemas.android.com/tools"  
3     android:layout_width="match_parent"  
4     android:layout_height="match_parent"  
5     android:gravity="center"  
6     tools:context=".MainActivity">  
7  
8     <Button  
9         android:id="@+id/btn01"  
10        android:layout_width="wrap_content"  
11        android:layout_height="wrap_content"  
12        android:text="Dialog Box" />  
13  
14 </LinearLayout>
```



```
>MainActivity.java x

1 package com.example.eg.dialog02;
2
3 import ...
4
5
6 public class MainActivity extends ActionBarActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_main);
12
13         final Button btn01 = (Button) findViewById(R.id.btn01);
14         btn01.setOnClickListener(new View.OnClickListener() {
15             @Override
16             public void onClick(View view) {
17                 AlertDialog.Builder dlg =
18                     new AlertDialog.Builder(MainActivity.this);
19                 dlg.setTitle("제목입니다.");
20                 dlg.setMessage("이곳이 내용입니다.");
21                 dlg.setIcon(R.drawable.icon);
22                 dlg.setPositiveButton("확인",
23                     new DialogInterface.OnClickListener() {
24                         @Override
25                         public void onClick(DialogInterface dialogInterface, int i) {
26                             Toast.makeText(getApplicationContext(),
27                                 "확인을 눌렀네요.", Toast.LENGTH_SHORT).show();
28                         }
29                     });
30             dlg.show();
31         });
32     }
33 }
34
35
36
37
38
39 }
```

setPositiveButton("확인", 리스너)



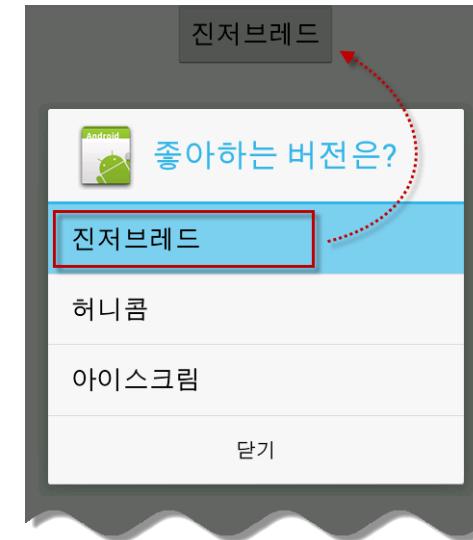
# 기본 대화상자



## ❖ 기본 대화상자 예제 3 : 버튼 1개와 클릭 시 작동코드

### 프로젝트 정보

- ✓ Application Name: Dialog03
- ✓ Minimum SDK : API 16
- ✓ Activity Name : MainActivity
- ✓ Layout Name : activity\_main
- ✓ Title : MainActivity
- ✓ Menu Resource Name: menu\_main



```
activity_main.xml x  
1 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
2     xmlns:tools="http://schemas.android.com/tools"  
3     android:layout_width="match_parent"  
4     android:layout_height="match_parent"  
5     android:gravity="center"  
6     tools:context=".MainActivity">  
7  
8     <Button  
9         android:id="@+id	btn01"  
10        android:layout_width="wrap_content"  
11        android:layout_height="wrap_content"  
12        android:text="Dialog Box" />  
13  
14 </LinearLayout>
```



```
10
11  public class MainActivity extends ActionBarActivity {
12
13      @Override
14      protected void onCreate(Bundle savedInstanceState) {
15          super.onCreate(savedInstanceState);
16          setContentView(R.layout.activity_main);
17          final Button btn01 = (Button) findViewById(R.id.btn01);
18          btn01.setOnClickListener(new View.OnClickListener() {
19              @Override
20              public void onClick(View view) {
21                  final String[] versionArray =
22                      new String[]{"진저브레드", "하니콤", "아이스크림"};
23                  AlertDialog.Builder dlg =
24                      new AlertDialog.Builder(MainActivity.this);
25                  dlg.setTitle("좋아하는 것은?");
26                  dlg.setIcon(R.drawable.icon);
27                  dlg.setItems(versionArray, new DialogInterface.OnClickListener() {
28                      @Override
29                      public void onClick(DialogInterface dialogInterface, int i) {
30                          btn01.setText(versionArray[i]);
31                      }
32                  });
33                  dlg.setPositiveButton("닫기",null);
34                  dlg.show();
35              }
36          });
37      }
38  }
```



# 라디오 버튼 목록 대화상자

```
13
14     @Override
15     protected void onCreate(Bundle savedInstanceState) {
16         super.onCreate(savedInstanceState);
17         setContentView(R.layout.activity_main);
18         final Button btn01 = (Button) findViewById(R.id.btn01);
19         btn01.setOnClickListener(new View.OnClickListener() {
20             @Override
21             public void onClick(View view) {
22                 final String[] versionArray =
23                     new String[]{"진저브레드", "허니콤", "아이스크림"};
24                 AlertDialog.Builder dlg =
25                     new AlertDialog.Builder(MainActivity.this);
26                 dlg.setTitle("좋아하는 것은?");
27                 dlg.setIcon(R.drawable.icon);
28                 dlg.setSingleChoiceItems(versionArray, 0,
29                     new DialogInterface.OnClickListener() {
30                         @Override
31                         public void onClick(DialogInterface dialogInterface, int i) {
32                             btn01.setText(versionArray[i]);
33                         }
34                     });
35                 dlg.setPositiveButton("닫기",null);
36                 dlg.show();
37             }
38         });
39     }
```



# 체크박스 목록 대화상자

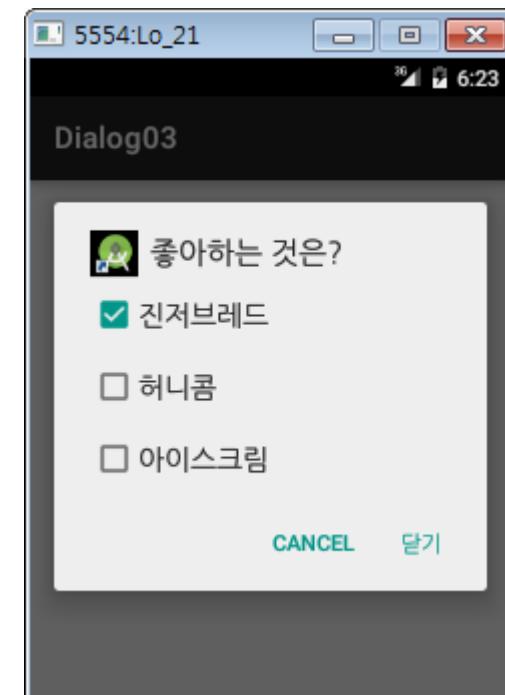
```
final Button btn01 = (Button) findViewById(R.id.btn01);
btn01.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        final String[] versionArray =
            new String[]{"진저브레드", "허니콤", "아이스크림"};
        final boolean[] checkArray = new boolean[]{true, false, false};
        AlertDialog.Builder dlg =
            new AlertDialog.Builder(MainActivity.this);
        dlg.setTitle("좋아하는 것은?");
        dlg.setIcon(R.drawable.icon);
        dlg.setMultiChoiceItems(versionArray, checkArray,
            new DialogInterface.OnMultiChoiceClickListener() {
                @Override
                public void onClick(DialogInterface dialogInterface,
                    int i, boolean b) {
                    btn01.setText(versionArray[i]);
                }
            });
        dlg.setPositiveButton("닫기",null);
        dlg.show();
    }
});
```

versionarray 과  
checkArray의 배열  
개수가 같아야 함.



# Cancel 버튼 추가

```
dlg.setMultiChoiceItems(versionArray, checkArray,  
    new DialogInterface.OnMultiChoiceClickListener() {  
        @Override  
        public void onClick(DialogInterface dialogInterface,  
                            int i, boolean b) {  
            btn01.setText(versionArray[i]);  
        }  
    });  
dlg.setPositiveButton("닫기", null);  
dlg.setNegativeButton("Cancel", null);  
dlg.show();
```



# 정리

## 1. 메뉴 XML 파일 형식

```
<menu>
    <item
        android:id="@+id/항목1아이디"
        android:title="항목1 제목"/>
    <item
        android:id="@+id/항목2아이디"
        android:title="항목2 제목"/>
</menu>
```

## 2. 대화상자 설정 순서



- AlertDialog.Builder 클래스로 생성
- setTitle() → 제목 설정
- setMessage() → 내용 입력
- setIcon() → 아이콘 설정
- setPositiveButton() → <OK> 버튼
- setNegativeButton() → <Cancel> 버튼
- setItems() → 목록 출력
- setSingleChoiceItems → 라디오버튼 목록 출력
- setMultiChoiceItems → 체크박스 목록 출력
- show()