

Sometimes you want to show dialogues instead of workscreens because a dialog is a simple popup that shows details about a selected record or requests input from the user. Another reason could be that a workscreen shows different dialogues on button clicks.

It's very easy to show a dialog in your application or workscreen. Use the dialog class and use it as follows:

```
//dialog content
UIFormLayout folContent = new UIFormLayout();

UIPanel panContent = new UIPanel(folContent);
panContent.add(new UILabel("Name"));
panContent.add(new UITextField(), folContent.getConstraints(1, 0, -1, 0));
panContent.add(new UILabel("Value"));
panContent.add(new UITextField(), folContent.getConstraints(1, 1, -1, 1));

//dialog with Ok button
Dialog dlg = new Dialog(panContent);
//show dialog as frame
Dialog.openInternalFrame(this, "Dialog test", true, dlg);
```

The dialog itself is a content and can be used without internal frames as well. It depends on your Application implementation: if you use an internal frame or the content itself.

The class supports OK and cancel buttons and allows user-defined buttons instead of default buttons.

The title is an optional attribute. If you don't set the title, the name of the dialog will be used. The dialog itself has a default preferred size. You should change the default setting if you need a different size.

The above dialog looks like this:



With Ok and cancel:



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