Experiment 2.2

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Branch: CSE Section/Group: 607/A

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Aim:

Create an Android Application by using the Checkboxes.

Objective:

Android CheckBox is a type of two state button either checked or unchecked.

There can be a lot of usage of checkboxes. For example, it can be used to know the hobby of the user, activate/deactivate the specific action etc.

Android CheckBox class is the subclass of CompoundButton class..

Code:

//Below is the code for MainActivity.java

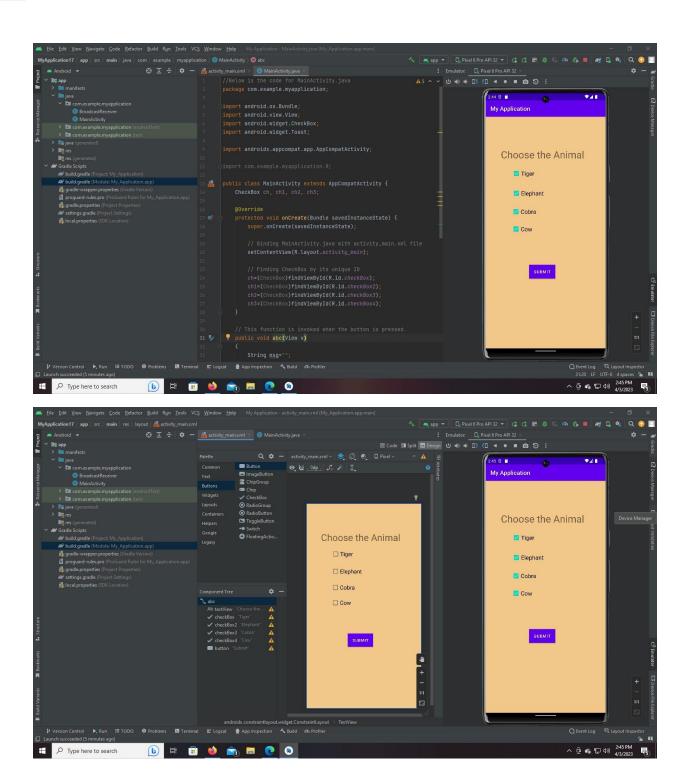
package com.application.myapplication;

super.onCreate(savedInstanceState);

```
setContentView(R.layout.activity_main);
                // Finding CheckBox by its unique ID
                ch=(CheckBox)findViewById(R.id.checkBox);
                ch1=(CheckBox)findViewById(R.id.checkBox2);
                ch2=(CheckBox)findViewById(R.id.checkBox3);
                ch3=(CheckBox)findViewById(R.id.checkBox4);
        }
        // This function is invoked when the button is pressed.
        public void Check(View v)
        {
                String msg="";
                // Concatenation of the checked options in if
                // isChecked() is used to check whether
                // the CheckBox is in true state or not.
                if(ch.isChecked())
                         msg = msg + "Painting";
                if(ch1.isChecked())
                         msg = msg + " Reading ";
                if(ch2.isChecked())
                         msg = msg + " Singing ";
                if(ch3.isChecked())
                         msg = msg + "Cooking";
                // Toast is created to display the
                // message using show() method.
                Toast.makeText(this, msg + "are selected",
                                          Toast.LENGTH_LONG).show();
Output:
```

// Binding MainActivity.java with activity_main.xml file

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