dxCheckBox

### Overview:  
The dxCheckBox is a DevExtreme UI component that allows users to select a boolean value (checked or unchecked) with additional functionalities, such as validation, accessibility features, and dynamic updates. It is commonly used in forms to enable users to agree to terms, accept conditions, or toggle an option.

# Options:

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| Name | Description |
| accessKey | Specifies the shortcut key that sets focus on the UI component. |
| activeStateEnabled | Specifies whether the UI component changes its state as a result of user interaction. |
| disabled | Specifies whether the UI component responds to user interaction. |
| elementAttr | Specifies the global attributes to be attached to the UI component's container element. |
| focusStateEnabled | Specifies whether the UI component can be focused using keyboard navigation. |
| height | Specifies the UI component's height. |
| hint | Specifies text for a hint that appears when a user pauses on the UI component. |
| hoverStateEnabled | Specifies whether the UI component changes its state when a user pauses on it. |
| isValid | Specifies or indicates whether the editor's value is valid. |
| name | The value to be assigned to the name attribute of the underlying HTML element. |
| onContentReady | A function that is executed when the UI component's content is ready and each time the content is changed. |
| onDisposing | A function that is executed before the UI component is disposed of. |
| onInitialized | A function used in JavaScript frameworks to save the UI component instance. |
| onOptionChanged | A function that is executed after a UI component property is changed. |
| onValueChanged | A function that is executed after the UI component's value is changed. |
| readOnly | Specifies whether the editor is read-only. |
| rtlEnabled | Switches the UI component to a right-to-left representation. |
| tabIndex | Specifies the number of the element when the Tab key is used for navigating. |
| text | Specifies the text displayed by the check box. |
| validationError | Information on the broken validation rule. Contains the first item from the validationErrors array. |
| validationErrors | An array of the validation rules that failed. |
| validationMessageMode | Specifies how the message about the validation rules that are not satisfied by this editor's value is displayed. |
| validationStatus | Indicates or specifies the current validation status. |
| value | Specifies the UI component state. |
| visible | Specifies whether the UI component is visible. |
| width | Specifies the UI component's width. |

# Methods:

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| Method Name | Description |
| beginUpdate() | Prevents the UI component from refreshing until the endUpdate() method is called. |
| defaultOptions(rule) | Specifies the device-dependent default configuration properties for this component. |
| dispose() | Disposes of all the resources allocated to the CheckBox instance. |
| element() | Gets the root UI component element. |
| endUpdate() | Refreshes the UI component after a call of the beginUpdate() method. |
| focus() | Sets focus on the UI component. |
| getInstance(element) | Gets the instance of a UI component found using its DOM node. |
| instance() | Gets the UI component's instance. Use it to access other methods of the UI component. |
| off(eventName) | Detaches all event handlers from a single event. |
| on(eventName, eventHandler) | Subscribes to an event. |
| option() | Gets all UI component properties. |
| option(optionName) | Gets the value of a single property. |
| option(optionName, optionValue) | Updates the value of a single property. |
| registerKeyHandler(key, handler) | Registers a handler to be executed when a user presses a specific key. |
| repaint() | Repaints the UI component without reloading data. Call it to update the UI component's markup. |
| reset() | Resets the value property to the default value. |
| resetOption(optionName) | Resets a property to its default value. |

# Events:

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| Event Name | Description |
| contentReady | Raised when the UI component's content is ready. |
| disposing | Raised before the UI component is disposed of. |
| initialized | Raised only once, after the UI component is initialized. |
| optionChanged | Raised after a UI component property is changed. |
| valueChanged | Raised after the UI component's value is changed. |