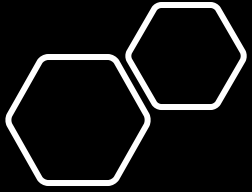


# Create checkbox using .kv file

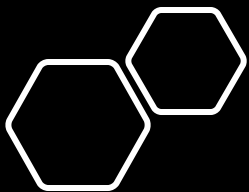
[CheckBox](#) is a specific two-state button that can be either checked or unchecked.

---



File  
main.py

```
# Callback for the checkbox
def checkbox_click(self, instance, value):
    if value is True:
        print("Checkbox Checked")
    else:
        print("Checkbox Unchecked")
```



File  
my.kv

```
GridLayout:
    cols:2
    GridLayout:
        cols:2

        Label:
            text: "Option 1"
            size_hint_x: .80
            font_size:30
            color: 1,1,0,6
        CheckBox:
            on_active: root.checkbox_click(self, self.active)
            size_hint_x: .20

        Label:
            text: "Option 2"
            size_hint_x: .80
            font_size:20
            color: 1,1,0,6
        CheckBox:
            on_active: root.checkbox_click(self, self.active)
            size_hint_x: .20

        Label:
            text: "Option 3"
            size_hint_x: .80
            font_size:10
            color: 1,1,0,6
        CheckBox:
            on_active: root.checkbox_click(self, self.active)
            size_hint_x: .20

    GridLayout:
        cols:2
```