

ftxui::CheckBox

```
classDiagram
    class ftxui_CheckBox["ftxui::CheckBox"]
    class EmptyCheckBox
    EmptyCheckBox --|> ftxui_CheckBox
    class EmptyCheckBox_Attributes["+ checked\n+ unchecked"]
    class EmptyCheckBox_Methods["+ Render()"]
    EmptyCheckBox_Attributes ..|> EmptyCheckBox
    EmptyCheckBox_Methods ..|> EmptyCheckBox
```

The diagram shows a class hierarchy. At the top is a box for 'ftxui::CheckBox' with two empty compartments. Below it is a box for 'EmptyCheckBox' with three compartments: the top for the name, the middle for attributes ('+ checked' and '+ unchecked'), and the bottom for methods ('+ Render()'). A blue arrow with an open triangle head points from the 'EmptyCheckBox' box up to the 'ftxui::CheckBox' box, indicating inheritance.

EmptyCheckBox

+ checked
+ unchecked

+ Render()