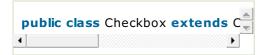


Java AWT Checkbox

The Checkbox class is used to create a checkbox. It is used to turn an option on (true) or off (false). Clicking on a Checkbox changes its state from "on" to "off" or from "off" to "on".

AWT Checkbox Class Declaration

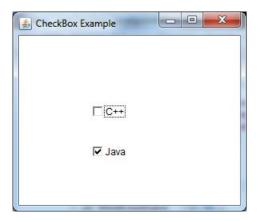


Java AWT Checkbox Example

```
import java.awt.*;
public class CheckboxExample
{
   CheckboxExample(){
    Frame f= new Frame("Chec
     Checkbox checkbox1 = new
     checkbox1.setBounds(100,1
     Checkbox checkbox2 = new
     checkbox2.setBounds(100,1
     f.add(checkbox1);
     f.add(checkbox2);
     f.setSize(400,400);
     f.setLayout(null);
     f.setVisible(true);
public static void main(String ar
{
  new CheckboxExample();
}
```



Output:



Java AWT Checkbox Example with ItemListener

```
import java.awt.*;
import java.awt.event.*;
public class CheckboxExample
{
   CheckboxExample(){
     Frame f= new Frame("Che
     final Label label = new Laß
     label.setAlignment(Label.C
     label.setSize(400,100);
     Checkbox checkbox1 = new
     checkbox1.setBounds(100,1
     Checkbox checkbox2 = new
     checkbox2.setBounds(100,1
     f.add(checkbox1); f.add(che
     checkbox1.addItemListener
         public void itemStateCl
          label.setText("C++ C
           + (e.getStateChange
        }
      });
     checkbox2.addItemListener
        public void itemStateCl
          label.setText("Java C
           + (e.getStateChange
        }
      });
     f.setSize(400,400);
     f.setLayout(null);
     f.setVisible(true);
public static void main(String arg
{
  new CheckboxExample();
}
}
```

Output:

