UI Element – CheckBox
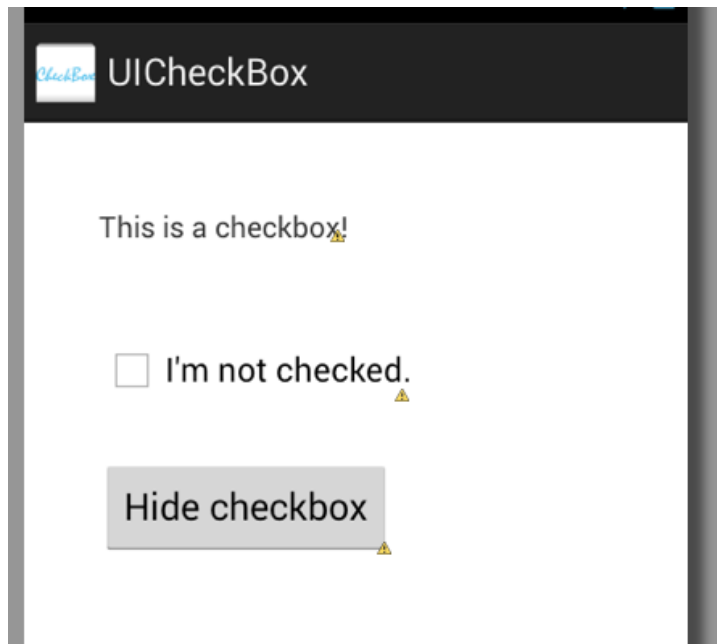
Part I
1. Create a new Android Applcation Project with the following attributes:
   a. Application Name: UICheckBox
   b. Icon: Text with the string: "CheckBox"
   c. Activity Name: UICheckBox
   d. Layout Name: main
2. Using the following figure as your guide, create your xml file with UI elements: TextView, CheckBox and Button.

   CheckBox ID: checkbox
   Button ID: button
3. Save main.xml
4. Write the following java source code in UICheckBox.
   a. Declare a checkbox type and handle its event listener:

```java
final CheckBox checkbox = (CheckBox) findViewById(R.id.checkbox);
checkbox.setOnClickListener(new View.OnClickListener() {

    @Override
    public void onClick(View arg0) {
        // TODO Auto-generated method stub
        if(checkbox.isChecked()){
            checkbox.setText("I'm checked!");
        }else
            checkbox.setText("I'm not checked!");

    }
});
```

b. Declare a button type and handle its event listener:

```java
final Button button = (Button) findViewById(R.id.button);
button.setOnClickListener(new View.OnClickListener() {

    @Override
    public void onClick(View v) {
        // TODO Auto-generated method stub
        if(checkbox.isShown()){
            checkbox.setVisibility(View.INVISIBLE);
            button.setText("Unhide checkbox");
        }else{
            checkbox.setVisibility(View.VISIBLE);
            button.setText("Hide checkbox");
        }

    }
});
```

5. Save and run the program.
   Whenever the checkbox is selected the text: "I'm checked" should be displayed, otherwise the text: "I'm not checked" is displayed. Try the button, as well.

   Sample output: