**CheckBox**

A check box is a graphical component that can be in either an **on** (true) or **off** (false) state.

It is one of control of awt.

Package-**import java.awt.Checkbox** class:

**constructors**

|  |  |
| --- | --- |
| **S.N.** | **Constructor & Description** |
| 1 | **Checkbox()** Creates a check box with an empty string for its label. |
| 2 | **Checkbox(String label)** Creates a check box with the specified label. |
| 3 | **Checkbox(String label, boolean state)** Creates a check box with the specified label and sets the specified state. |
| 4 | **Checkbox(String label, boolean state, CheckboxGroup group)** Constructs a Checkbox with the specified label, set to the specified state, and in the specified check box group. |
| 5 | **Checkbox(String label, CheckboxGroup group, boolean state)** Creates a check box with the specified label, in the specified check box group, and set to the specified state. |

**Class methods**

|  |  |
| --- | --- |
| **S.N.** | **Method & Description** |
| 1 | **void addItemListener(ItemListener l)**Adds the specified item listener to receive item events from this check box. |
| 2 | **void addNotify()** Creates the peer of the Checkbox. |
| 3 | **AccessibleContext getAccessibleContext()** Gets the AccessibleContext associated with this Checkbox. |
| 4 | **CheckboxGroup getCheckboxGroup()** Determines this check box's group. |
| 5 | **ItemListener[] getItemListeners()** Returns an array of all the item listeners registered on this checkbox. |

