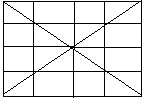
1. A program to draw the following checkbox.



//---------------------------------------------------------------------------

#include <vcl\vcl.h>

#pragma hdrstop

#include "checkbox.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

Form1->Canvas->Pen->Width=2;

Form1->Canvas->Brush->Color=clWhite;

Form1->Canvas->Rectangle(10,10,400,200);

// to draw line

Form1->Canvas->MoveTo(10,10);

Form1->Canvas->LineTo(400,200);

Form1->Canvas->MoveTo(400,10);

Form1->Canvas->LineTo(10,200);

Form1->Canvas->Pen->Width=3;

Form1->Canvas->Brush->Color=clWhite;

Form1->Canvas->MoveTo(100,10);

Form1->Canvas->LineTo(100,200);

Form1->Canvas->MoveTo(200,10);

Form1->Canvas->LineTo(200,200);

Form1->Canvas->MoveTo(300,10);

Form1->Canvas->LineTo(300,200);

Form1->Canvas->MoveTo(10,50);

Form1->Canvas->LineTo(400,50);

Form1->Canvas->MoveTo(10,100);

Form1->Canvas->LineTo(400,100);

Form1->Canvas->MoveTo(10,150);

Form1->Canvas->LineTo(400,150);

}

//---------------------------------------------------------------------------

