

# createCheckbox()

Creates a checkbox `<input>` element.

Checkboxes extend the [p5.Element](#) class with a `checked()` method. Calling `myBox.checked()` returns `true` if it the box is checked and `false` if not.

The first parameter, `label`, is optional. It's a string that sets the label to display next to the checkbox.

The second parameter, `value`, is also optional. It's a boolean that sets the checkbox's value.

## Examples

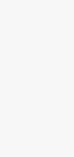
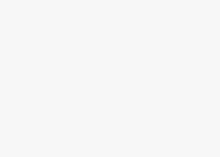


```
let checkbox;

function setup() {
  createCanvas(100, 100);

  // Create a checkbox and place it beneath the canvas.
  checkbox = createCheckbox();
  checkbox.position(0, 100);

  describe('A black square with a checkbox beneath it. The square turns white when the box is checked.');
}
```

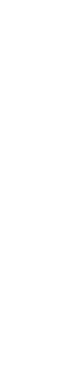
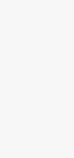


```
let checkbox;

function setup() {
  createCanvas(100, 100);

  // Create a checkbox and place it beneath the canvas.
  // Label the checkbox "white".
  checkbox = createCheckbox('white');
  checkbox.position(0, 100);

  describe('A black square with a checkbox labeled "white" beneath it. The square turns white when the box is checked.');
}
```

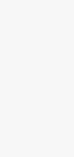
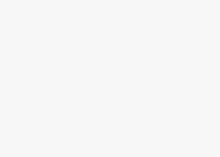


```
let checkbox;

function setup() {
  createCanvas(100, 100);

  // Create a checkbox and place it beneath the canvas.
  // Label the checkbox "white" and set its value to true.
  checkbox = createCheckbox('white', true);
  checkbox.position(0, 100);

  describe('A white square with a checkbox labeled "white" beneath it. The square turns black when the box is unchecked.');
}
```



## Syntax

```
createCheckbox([label], [value])
```



## Parameters

<code>label</code>	String: label displayed after the checkbox.
<code>value</code>	Boolean: value of the checkbox. Checked is <code>true</code> and unchecked is <code>false</code> .

## Returns

p5.Element: new [p5.Element](#) object.

This page is generated from the comments in [src/dom/dom.js](#). Please feel free to edit it and submit a pull request!

## Related References

[addClass](#)  
Adds a class to the element.

[attribute](#)  
Adds an attribute to the element.

[center](#)  
Centers the element either vertically, horizontally, or both.

[child](#)  
Attaches the element as a child of another element.

