

variable	The control variable that tracks the current state of the checkbox. Normally this variable is an <i>IntVar</i> , and 0 means cleared and 1 means set, but see the <i>offvalue</i> and <i>onvalue</i> options above.
width	The default width of a checkbox is determined by the size of the displayed image or text. You can set this option to a number of characters and the checkbox will always have room for that many characters.
wraplength	Normally, lines are not wrapped. You can set this option to a number of characters and all lines will be broken into pieces no longer than that number.

Methods

Following are commonly used methods for this widget:

Method	Description
deselect()	Clears (turns off) the checkbox.
flash()	Flashes the checkbox a few times between its active and normal colors, but leaves it the way it started.
invoke()	You can call this method to get the same actions that would occur if the user clicked on the checkbox to change its state.
select()	Sets (turns on) the checkbox.
toggle()	Clears the checkbox if set, sets it if cleared.

Example

Try the following example yourself:

```
from Tkinter import *
import tkMessageBox
import Tkinter
```