

Advance Programming Techniques (APT)

Lecture # 13

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Learning Objectives

- Understand what a **CheckBox** control is and when to use it
- Use CheckBox properties such as **Checked**, **Text**, and **Enabled**
- Handle CheckBox events (especially **CheckedChanged**)
- Use multiple CheckBoxes together (e.g., feature selection)
- Implement logic using checkboxes (e.g., select options, enable/disable features)

What is a CheckBox?

- A **CheckBox** allows users to make a **true/false** or **yes/no** selection
- It's a two-state control: checked or unchecked
- It can also be three-state: checked, unchecked or intermediate

Common Use Cases

- Selecting multiple options (e.g., toppings on a pizza)
- Enabling/disabling a feature (e.g., "Remember Me")
- Confirming an action (e.g., "I agree to the terms")

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Common Properties

Property	Description
Text	The label displayed next to the checkbox.
Checked	Boolean value indicating whether checkbox is selected.
CheckState	Can be Checked, Unchecked, or Indeterminate.
ThreeState	Allows a third state (Indeterminate).
Enabled	Enables/disables user interaction.
Visible	Shows or hides the checkbox.