**Write J2ME or MIDP Application Program to show the use of Checkbox using Choice**

**Group. Create four Checkbox’s i.e. JAVA, J2ME, J2EE, and JSF, so based upon your**

**choice it should display the message for Checkbox’s selected on the screen.**

import javax.microedition.lcdui.\*;

import javax.microedition.midlet.\*;

public class CheckBoxExample extends MIDlet implements CommandListener {

private Display display;

private Form form;

private Command exit, choose;

private ChoiceGroup technology;

private int index;

public CheckBoxExample() {

form = new Form("Technologies");

technology = new ChoiceGroup("Select Technology Which You Know", Choice.MULTIPLE);

exit = new Command("Exit", Command.EXIT, 1);

choose = new Command("Choose", Command.SCREEN, 2);

}

public void startApp() {

display = Display.getDisplay(this);

technology.append("JAVA", null);

technology.append("J2ME", null);

technology.append("J2EE", null);

technology.append("JSF", null);

index = form.append(technology);

form.addCommand(exit);

form.addCommand(choose);

form.setCommandListener(this);

display.setCurrent(form);

}

public void pauseApp(){}

public void destroyApp(boolean unconditional){

notifyDestroyed();

}

public void commandAction(Command c, Displayable displayable){

String label = c.getLabel();

if (label.equals("Choose")) {

StringItem message[] = new StringItem[technology.size()];

boolean get[] = new boolean[technology.size()];

technology.getSelectedFlags(get);

for (int i = 0; i < get.length; i++) {

if (get[i]) {

message[i] = new StringItem("Your Choice is: ", technology.getString(i));

form.append(message[i]);

}

}

form.delete(index);

form.removeCommand(choose);

} else if (label.equals("Exit")){

destroyApp(false);

}

}

}



