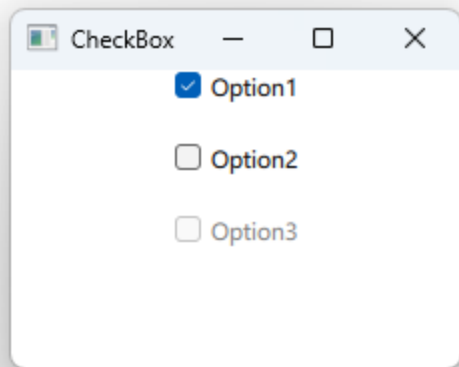


Notes to self

- . Exploring CheckBox
- . Giving the user exclusive choices
- . Start by going through the docs
- . Improvise on this as it has become second nature to you.

CheckBox



```
Column {  
    spacing: 20  
    anchors.horizontalCenter: parent.horizontalCenter  
  
    CheckBox {  
        text : "Option1"  
        checked: true  
        onCheckStateChanged: {  
            if (checked)  
            {  
                console.log("Option1 is checked")  
            }else{  
                console.log("Option1 is unchecked")  
            }  
        }  
    }  
    }  
    CheckBox {  
        text : "Option2"  
    }  
    CheckBox {  
        text : "Option3"  
        checked: false  
        enabled: false  
    }  
}
```

CMake

```
find_package(Qt6 6.2 COMPONENTS Quick QuickControls2 REQUIRED)
...
target_link_libraries(app2-Button
    PRIVATE Qt6::Quick Qt6::QuickControls2)
```