**YouTube tutorial 64-65 – CheckBox program**

**2nd class – GUI.java:**

**import** java.awt.\*;

**import** java.awt.event.\*;

**import** javax.swing.\*;

**public** **class** GUI **extends** JFrame{

**private** JTextField tf;

**private** JCheckBox boldbox;

**private** JCheckBox italicbox;

**public** GUI(){

**super**("the title");

setLayout(**new** FlowLayout());

tf = **new** JTextField("This is a sentence", 20);

tf.setFont(**new** Font("Serif", Font.*PLAIN*, 14));

add(tf);

boldbox = **new** JCheckBox("bold");

italicbox = **new** JCheckBox("italic");

add(boldbox);

add(italicbox);

HandlerClass handler = **new** HandlerClass();

boldbox.addItemListener(handler);

italicbox.addItemListener(handler);

}

**private** **class** HandlerClass **implements** ItemListener{

**public** **void** itemStateChanged(ItemEvent event){

Font font = **null**;

**if**(boldbox.isSelected()&& italicbox.isSelected())

font = **new** Font("Serif", Font.*BOLD*+Font.*ITALIC*,14 );

**else** **if**(boldbox.isSelected())

font = **new** Font("Serif", Font.*BOLD*,14 );

**else** **if**(italicbox.isSelected())

font = **new** Font("Serif", Font.*ITALIC*,14 );

**else**

font = **new** Font("Serif", Font.*PLAIN*, 14);

tf.setFont(font);

}

}

}

**1st class – apples.java:**

**import** javax.swing.JFrame;

**class** apples{

**public** **static** **void** main(String[]args){

GUI go = **new** GUI();

go.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

go.setSize(300, 200);

go.setVisible(**true**);

}

}

**Important notes:**

* We imported all the necessary classes.
* JTextField and JTextBox were introduced.
* Bucky makes constructor. After that, he makes another sub-class (since the sub-class needs to use some of the variables inside the main class) that implements itemListener().