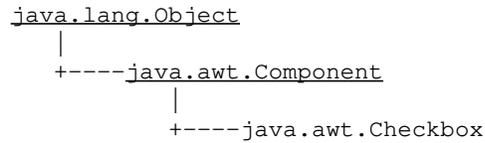


Class `java.awt.Checkbox`



```
public class Checkbox
extends Component
```

A `Checkbox` object is a graphical user interface element that has a boolean state.

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Constructor Index

- o **Checkbox**()
Constructs a `Checkbox` with no label, no `Checkbox` group, and initialized to a false state.
- o **Checkbox**(String)
Constructs a `Checkbox` with the specified label, no `Checkbox` group, and initialized to a false state.
- o **Checkbox**(String, `CheckboxGroup`, boolean)
Constructs a `Checkbox` with the specified label, specified `Checkbox` group, and specified boolean state.

Method Index

- o **addNotify**()
Creates the peer of the `Checkbox`.
- o **getCheckboxGroup**()
Returns the `checkbox` group.
- o **getLabel**()
Gets the label of the button.

- o **getState()**
Returns the boolean state of the Checkbox.
- o **paramString()**
Returns the parameter String of this Checkbox.
- o **setCheckboxGroup(CheckboxGroup)**
Sets the CheckboxGroup to the specified group.
- o **setLabel(String)**
Sets the button with the specified label.
- o **setState(boolean)**
Sets the Checkbox to the specified boolean state.

Constructors

o **Checkbox**

```
public Checkbox()
```

Constructs a Checkbox with no label, no Checkbox group, and initialized to a false state.

o **Checkbox**

```
public Checkbox(String label)
```

Constructs a Checkbox with the specified label, no Checkbox group, and initialized to a false state.

Parameters:

label – the leabel on the Checkbox

o **Checkbox**

```
public Checkbox(String label,  
               CheckboxGroup group,  
               boolean state)
```

Constructs a Checkbox with the specified label, specified Checkbox group, and specified boolean state. If the specified CheckboxGroup is not equal to null, then this Checkbox becomes a Checkbox button. If the Checkbox becomes a button, this simply means that only one Checkbox in a CheckboxGroup may be set at a a time.

Parameters:

label – the label on the Checkbox

group – the CheckboxGroup this Checkbox is in

state – is the initial state of this Checkbox

Methods

o **addNotify**

```
public synchronized void addNotify()
```

Creates the peer of the Checkbox. The peer allows you to change the look of the Checkbox without changing its functionality.

Overrides:

[addNotify](#) in class [Component](#)

o **getLabel**

```
public String getLabel()
```

Gets the label of the button.

See Also:

[setLabel](#)

o **setLabel**

```
public void setLabel(String label)
```

Sets the button with the specified label.

Parameters:

label – the label of the button

See Also:

[getLabel](#)

o **getState**

```
public boolean getState()
```

Returns the boolean state of the Checkbox.

See Also:

[setState](#)

o **setState**

```
public void setState(boolean state)
```

Sets the Checkbox to the specified boolean state.

Parameters:

state – the boolean state

See Also:

[getState](#)

o **getCheckboxGroup**

```
public CheckboxGroup getCheckboxGroup()
```

Returns the checkbox group.

See Also:

setCheckedGroup

o **setCheckedGroup**

```
public void setCheckedGroup(CheckboxGroup g)
```

Sets the CheckboxGroup to the specified group.

Parameters:

g – the new CheckboxGroup

See Also:

getCheckedGroup

o **paramString**

```
protected String paramString()
```

Returns the parameter String of this Checkbox.

Overrides:

paramString in class Component

[All Packages](#)

[This Package](#)

[Previous](#)

[Next](#)