Class java.awt.Checkbox

```
java.lang.Object
   |
   +----java.awt.Component
           |
           +----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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Author:
Sami Shaio

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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.

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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.

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

Constructors

- **Checkbox**

```
public Checkbox()
```

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

- **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

- **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

- **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 specifed boolean state.

Parameters:

state – the boolean state

See Also:

getState

o **getCheckboxGroup**

```
public CheckboxGroup getCheckboxGroup()
```

Returns the checkbox group.

See Also:

setCheckboxGroup

o **setCheckboxGroup**

```
public void setCheckboxGroup(CheckboxGroup g)
```

Sets the CheckboxGroup to the specified group.
Parameters:
g – the new CheckboxGroup
See Also:
getCheckboxGroup

o **paramString**

```
protected String paramString()
```

Returns the parameter String of this Checkbox.
Overrides:
paramString in class Component