

VISUAL BASIC – UNDERSTANDING CHECK BOXES

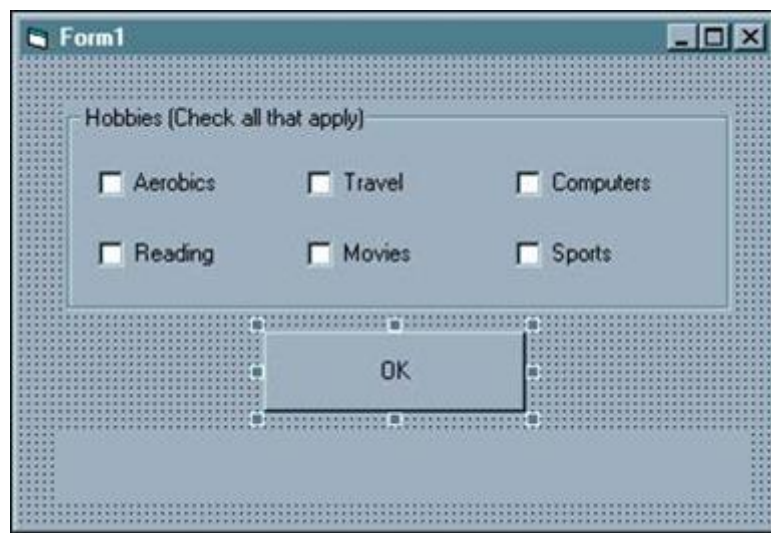
The checkbox acts as a "toggle" control: if it's on, clicking it turns it off; if it's off, clicking it turns it on. Unlike the option button, the operation of each checkbox on a form or frame is independent of all other checkboxes; changing the status of one does not affect other checkboxes.

The program can read or set the status of a checkbox with the **Value** property (*which is the default property of the checkbox*).

The **Value** property of a checkbox is of the Integer type. A value of 0 means "off", a value of 1 means "on". You can use the **VB** constants **vbUnchecked** or **vbChecked** for 0 or 1, respectively.

Following is a checkbox demo. The form contains 6 checkboxes within a frame, named **chkHobby1**, **chkHobby2**, until **chkHobby6**.

The form also contains a command button called **cmdOK** and a label called **lblInfo**. This is the form at design time:



The code behind the **OK** button is:

```
Private Sub cmdOK_Click()
Dim strInfo As String
strInfo = "Items selected:"
If chkHobby1 = vbChecked Then strInfo = strInfo & " aerobics"
If chkHobby2 = vbChecked Then strInfo = strInfo & " reading"
If chkHobby3 = vbChecked Then strInfo = strInfo & " travel"
If chkHobby4 = vbChecked Then strInfo = strInfo & " movies"
If chkHobby5 = vbChecked Then strInfo = strInfo & " computers"
If chkHobby6 = vbChecked Then strInfo = strInfo & " sports"
```

```
lblInfo = strInfo  
End Sub
```

Sample run:

Form1

Hobbies (Check all that apply)

Aerobics Travel Computers
 Reading Movies Sports

OK

Items selected: aerobics movies computers