

Java Form Control Part 2

Check Boxes

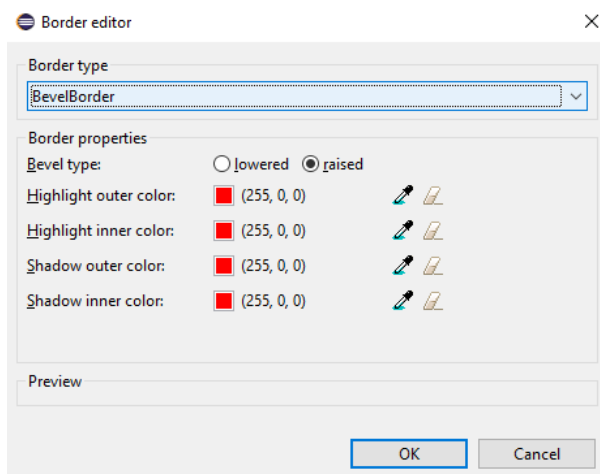
A check box is a way to allow your users to select and deselect items. Because they are small, check boxes can be a little tricky, so it's a good idea to add them to a panel. That way, you can move them all at once just by moving the panel.

Open your FormObjects file if it's not already open. Add a panel to your form, which can be found under Containers in the palette. To resize the panel, switch to Source and find the following two lines of code, and change the numbers to **100** as shown below:

```
.addComponent(panel, GroupLayout.PREFERRED_SIZE, 120, GroupLayout.PREFERRED_SIZE)
```

```
.addComponent(panel, GroupLayout.PREFERRED_SIZE, 120, GroupLayout.PREFERRED_SIZE)
```

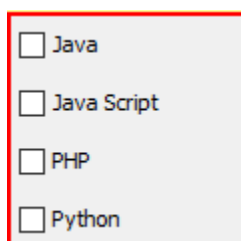
To change the color of the panel border, click the three dots next to the border option in the property and change the border like this:



Now locate the check box control. Drag a check box onto your panel. The text New Check Box is the default text. You can change this either in the properties window, or by right-clicking the check box. From the menu that appears, select Rename.

We have just changed the text, not the variable name. The variable name will still be **chckbxNewCheckBox**, as you can see in the Properties area to the left. Leave it unchanged.

Now that you have added one check box to your panel, add three more. Change the text of the three to: Java Script, PHP, and Python. Your check boxes will then look like this:



Please note: If your check boxes are not aligned to the left, switch to Source and locate the following line of code:

```
JPanel panel = new JPanel();
```

Change it to:

```
JPanel panel = new JPanel(new GridLayout(0, 1));
```

Next, we'll get the items that a user has checked when a button is clicked. To display the items, we'll use the Text Area control, rather than a text field.

So add a button to your form. Change the variable name to btnCheckBoxes. Change the text on the button to Selected Items.

Locate the JTextPane in the palette, and drag one onto your form. Change the variable name to **textOne**.

When you've aligned your new controls, your form should look something like this:

