Overview

The Check Box class enables you to create check boxes. A check box, which consists of a marker character and an associated label representing a choice, acts like a switch. When the user selects a check box, it becomes active; when the user selects the check box again, it becomes inactive. When the check box is active, it appears to be highlighted.

Parent:

sashelp.fsp.widget.class

Class:

sashelp.fsp.CheckBox.class

Using the Check Box Class

Determining the State of a Checkbox by Testing the Associated Variable

Assume that in the Value on Selection window, the check box has been assigned a numeric return value of 12. The following example determines the state of the check box by testing the variable with the same name as the check box:

if (checkbox=12) then call display
   ('tennis.frame');
Using the ISACTIVE Function to Determine the State of a Checkbox

The following example calls the ISACTIVE function in SCL to determine the current state of the check box:

```
if (isactive('checkbox')=1) then call display ('tennis.frame');
```

Methods

Methods specific to the Check Box class are described here. Inherited methods are described in the Object class and the Widget class.

Dictionary

_activate

Turns the check box on or off, or grays or ungrays it

Syntax

```
call notify (check-box-name, '_activate', action);
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>action</td>
<td>N</td>
<td>specifies a value that indicates the action to apply to the check box:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&gt;0 turns on the check box</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 turns off the check box</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&lt;0 toggles the check box gray or ungray</td>
</tr>
</tbody>
</table>

Details

Users cannot select a grayed check box. This method is compatible with the ACTIVATE function in SCL.
See Also
_gray and _ungray in the Widget class.

_getLabel
Returns the label assigned to a check box

Syntax
CALL NOTIFY (check-box-name, '_getLabel', label);

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>label</td>
<td>C</td>
<td>returns the label assigned to the check box</td>
</tr>
</tbody>
</table>

Example
_getLabel returns the label for CHECKBOX and assigns it to the variable TEXT:

```c
length text $ 24;
call notify('checkbox','_get_label_',text);
_msg_='Current checkbox label is' || text;
```

_getText
Returns the character value assigned to a check box

Value: Inherited from Widget

Syntax
CALL NOTIFY (check-box-name, '_getText', text-value);

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>text-value</td>
<td>C</td>
<td>returns the character value assigned to the check box. If the check box does not have a return value, then the label of the check box is returned. This value is blank if the check box is not active.</td>
</tr>
</tbody>
</table>

Details
If a check box has been assigned a numeric value in the Value on Selection window, the _getText method causes a program halt. Use the _getValue method to return the value check box.
Example

_getText returns the value **Printing**, which was assigned to the check box in the Value on Selection window, if the user selects the check box; otherwise a blank is returned.

```plaintext
length text $ 24;
call notify('checkbox','_get_text_',text);
if (text='Printing') then
   _msg_='You have selected the printing option.';
```

**GetValue**

Returns the numeric value assigned to a check box

**Value:** Inherited from Widget

**Syntax**

CALL NOTIFY (check-box-name, '_getValue', checkbox-value);

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>checkbox-value</td>
<td>N</td>
<td>returns the numeric value assigned to the check box. This value is blank if the check box is not active.</td>
</tr>
</tbody>
</table>

**Details**

If a check box has been assigned a character value in the Value on Selection window, the _getValue method causes a program halt. Use the _getText method to return the value of a check box that has a character value.

**Example**

If the number 4 was assigned to the check box in the Value on Selection window and the check box is active, _getValue assigns the value 4 to the SCL variable VALUE:

```plaintext
call notify('checkbox','_get_value_','value);
if (value=4) then
   _msg_='You have made reservations for four.';
```

**isActive**

Reports whether a check box is active
**Syntax**

CALL NOTIFY (check-box-name, '_isActive', is-active);

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>is-active</td>
<td>N</td>
<td>returns a value indicating whether the check box is currently active:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 active</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 inactive</td>
</tr>
</tbody>
</table>

**_setColor**

Assigns a color to a check box

**Restrictions:** Some systems do not support using methods to change the color of a check box.

**Syntax**

CALL NOTIFY (check-box-name, '_setColor', color-name);

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>color-name</td>
<td>C</td>
<td>specifies the color for the check box.</td>
</tr>
</tbody>
</table>

**_setLabel**

Assigns a label to a check box

**Syntax**

CALL NOTIFY (check-box-name, '_setLabel', label);
<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>label</td>
<td>C</td>
<td>specifies the label to assign to the check box</td>
</tr>
</tbody>
</table>

**Details**

_setLabel assigns the value specified in label as the new label for the check box. If the check box does not have a return value, the new label also becomes the new return value.