1 import javafx.application.Application;

2 import javafx.scene.Scene;

3 import javafx.scene.control.CheckBox;

4 import javafx.scene.layout.StackPane;

5 import javafx.stage.Stage;

6

7 public class CheckBoxEvent extends Application

8 {

9 CheckBox cb1;

10

11 @Override

12 public void start(Stage primaryStage)

13 {

14 cb1 = **new** CheckBox("Hamburger");

15 cb1.setOnAction(e -> cb1Handler());

16

17 StackPane root = **new** StackPane();

18 root.getChildren().add(cb1);

19 Scene scene = **new** Scene(root, 200, 100);

20

21 primaryStage.setScene(scene);

22 primaryStage.show();

23 }

24

25 public void cb1Handler()

26 {

27 if(cb1.isSelected() == **true**)

28 {

29 System.out.println("Hamburger Selected");

30 }

31 **else**

32 {

33 System.out.println("Hamburger Un-Selected");

34 }

35 }

36 }

**Figure 12.2**

The applicationCheckBoxEvent.