

Radio button and Check Box

Radio button

//we use sender obj of the **CheckedChanged** E.H to check which radio button has been selected

```
private void radioButton1_CheckedChanged(object sender, System.EventArgs e)
{
    if(sender == radioButton1)
        MessageBox.Show("Radio1");
    else if(sender == radioButton2)
        MessageBox.Show("Radio2");
}
```

OR

// We use checked property of the **Click** E.H. for radio button object to check if radio control is selected or not.

```
private void radioButton1_Click(object sender, System.EventArgs e)
{
    if(radioButton1.Checked)
        MessageBox.Show("r1");
    else if(radioButton2.Checked)
        MessageBox.Show("r2"); }
}
```

Check Box

// Call Checked property of check box object to show if CheckBox is checked or not

```
private void checkBox1_CheckedChanged(object sender, System.EventArgs e)
{
    if(checkBox1.Checked)
        MessageBox.Show("hhhh");
}
```

Grouping Radio buttons

We can implement grouping on many radio buttons or using individual radio buttons. For the grouping, we enclosed many radios by groupBox, while for individual, we don't need to use groupBox.

We have two approaches to implement Event handling on radio control:

1- Using double click on each radio to create "**radioButtonX_CheckedChanged**" event handling.

Example:

```
Private void radioButton1_CheckedChanged(object sender, System.EventArgs e) {
    textBox2.Text="ONE"; }
private void radioButton2_CheckedChanged(object sender, System.EventArgs e){
    textBox2.Text="TWO"; }
```

2- Using one double click on the first radio to create **radioButton1_CheckedChanged** E.H. over all radios. By connect all radio buttons to the E.H **radioButton1_CheckedChanged**.

This can be done through the following code:

- Implement checking through if-statement to set the candidate radio.

```
Private void radioButton1_CheckedChanged(object sender, System.EventArgs e){  
    if(radioButton1.Checked) // Checked is property  
        textBox1.Text="ONE";  
    if (radioButton2.Checked)  
        textBox1.Text="TWO";  
}
```

OR

- perform checking on the **sender object**:

```
Object x;  
Private void radioButton1_CheckedChanged(object sender, System.EventArgs e){  
X=sender; }  
private void textBox1_Click(object sender, EventArgs e) {  
    if (x == radioButton1) textBox1.Text = "1";  
    if (x == radioButton2) textBox1.Text = "2";  
}
```

