

# RadioCheck MenuItem

```
using System;
using System.Drawing;
using System.Windows.Forms;

class CheckAndRadioCheck: Form
{
MenuItem miColor, miFill;

public static void Main()
{
Application.Run(new CheckAndRadioCheck());
}
public CheckAndRadioCheck()
{
ResizeRedraw = true;

string[] astrColor = {"Black", "Blue", "Green", "Cyan",
"Red", "Magenta", "Yellow", "White"};
MenuItem[] ami = new MenuItem[astrColor.Length + 2];
EventHandler          ehColor          =          new
EventHandler(MenuFormatColorOnClick);

for (int i = 0; i < astrColor.Length; i++) { ami[i] = new
MenuItem(astrColor[i], ehColor); ami[i].RadioCheck = true; }
miColor = ami[0]; miColor.Checked = true;
ami[astrColor.Length] = new MenuItem("-"); miFill = new
MenuItem("&Fill",new EventHandler(MenuFormatFillOnClick));
ami[astrColor.Length + 1] = miFill; MenuItem mi = new
MenuItem("&Format", ami); Menu = new MainMenu(new MenuItem[]
{mi}); } void MenuFormatColorOnClick(object obj, EventArgs ea)
{ miColor.Checked = false; miColor = (MenuItem)obj;
miColor.Checked = true; Invalidate(); } void
MenuFormatFillOnClick(object obj, EventArgs ea) { MenuItem mi
= (MenuItem)obj; mi.Checked ^= true; Invalidate(); } protected
override void OnPaint(PaintEventArgs pea) { if
```

```
(miFill.Checked) { Console.WriteLine("fill"); } else {  
Console.WriteLine("not fill"); } } } [/csharp]
```