



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace accept_emp_details_and_dis_hra_bonus_total_salary
{
```

```
    public partial class Form1 : Form
    {
        public Form1()
        {
```

```

        InitializeComponent();
    }

    private void button1_Click(object sender, EventArgs e)
    {
        string empname = textBox1.Text;
        int bsalary = Convert.ToInt32(textBox2.Text);
        string designation= textBox3.Text;
        float hra = 0;
        float bonus = 0;
        float totalsal = 0;

        switch(designation)
        {
            case "manager":
                hra = bsalary * 0.35f;
                bonus = bsalary * 0.5f;
                break;
            case "clerk":
                hra= bsalary * 0.25f;
                bonus = bsalary * 0.3f;
                break;
            case "peon":
                hra = bsalary * 0.15f;
                bonus = bsalary * 0.2f;
                break;
        }
    }

```

```
        label4.Text = "hra" + hra;

        label5.Text = "bonus" + bonus;

        totalsal = hra + bonus + bsalary;

        label6.Text = "total sal " + totalsal;

    }

    private void label1_Click(object sender, EventArgs e)
    {

    }

    private void label2_Click(object sender, EventArgs e)
    {

    }

    private void label3_Click(object sender, EventArgs e)
    {

    }

    private void label4_Click(object sender, EventArgs e)
    {

    }
```

```
private void label5_Click(object sender, EventArgs e)
{

}

private void label6_Click(object sender, EventArgs e)
{

}
}
}
```