



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

```

```

        InitializeComponent();
    }

    private void button1_Click(object sender, EventArgs e)
    {
        int bsal = Convert.ToInt32(textBox2.Text);
        float bonus = bsal*0.40f;
        float totalsal = bsal + bonus;
        label1.Text="";
        label2.Text="";
        if (checkBox1.Checked)
            label3.Text="bonus " + bonus;
        if(checkBox2.Checked)
        {
            label3.Text="total sal "+ totalsal;
        }
    }
}

```