

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)

{

}

}

}