```csharp
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();

        }
```

```csharp
private void button1_Click(object sender, EventArgs e)
{
    int bsal=Convert.ToInt32(textBox2.Text);

    float bonus = bsal * 0.40f;

    float totalsal = bsal + bonus;

    label3.Text = "";

    label4.Text = "";

    if(checkBox1.Checked)

    {

        label3.Text = "bonus" + bonus;

    }

    else if (checkBox2.Checked)

    {

        label4.Text = "total sal" + totalsal;

    }

}
}
```