



```

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 Form_10_salary
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
    }
}

```

```

private void button1_Click(object sender, EventArgs e)
{
    string ename = textBox1.Text;
    int bsal=Convert.ToInt32(textBox2.Text);
    string designation=textBox3.Text;
    float hra = 0;
    float bonus = 0;
    float totalsal = 0;
    switch(designation)
    {
        case "manager":
            hra = bsal * 0.35f;
            bonus = bsal * 0.5f;
            break;
        case "clerk":
            hra = bsal * 0.25f;
            bonus = bsal * 0.3f;
            break;
        case "peon":
            hra = bsal * 0.15f;
            bonus = bsal * 0.2f;
            break;
    }
    label4.Text = "hra" + hra;
    label5.Text = "bonus" + bonus;
    totalsal = hra + bonus + bsal;
    label6.Text = "totalsal" + totalsal;
}

```

}
}