```
Form1.cs + × Form1.cs [Design]
Form 1.... Checkbox
                                    → Checkbox.Form1
                                                                          - Pabutton1_Click(object sender, EventArgs e)
                            1 reference
                            public Form1()
         15
         16
         17
                                 InitializeComponent();
         18
         19
                                                                                            20000
                            1 reference
                            private void button1_Click(object se
         20
         21
                                                                                bonus

✓ total salary

                                 int bsal=Convert.ToInt32(textBo)
         22
         23
                                 float bonus = bsal * 0.40f;
                                                                                          ok
                                 float totalsal = bsal + bonus;
         24
                                                                                                   total sal28000
         25
                                 label3.Text = "";
                                 label4.Text = "";
         26
                                 if(checkBox1.Checked)
         27
         28
                                      label3.Text = "bonus" + bonus;
         29
     ▼ 

No issues found
                                                                                            Ln: 32 Ch: 14 SPC CRLF
```

```
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;
            label3.Text = "";
            label4.Text = "";
            if(checkBox1.Checked)
            {
                label3.Text = "bonus" + bonus;
            }
            else if (checkBox2.Checked)
            {
                label4.Text = "total sal" + totalsal;
            }
        }
   }
}
```