

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
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;
            if (checkBox1.Checked)
                label3.Text = "Bonus:" + bonus;
            if(checkBox2.Checked)
            {
                label4.Text = "Total Salary:" + totalsal;
            }
        }
    }
}
```