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\_empname\_bsal\_des\_display\_hra\_bon\_totsal

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

string empname = textBox1.Text;

int basicsal = Convert.ToInt32(textBox2.Text);

string designation = textBox3.Text;

float hra = 0;

float bonus = 0;

float totalsalary = 0;

switch (designation)

{

case "manager":

hra = basicsal \* 0.35f;

bonus = basicsal \* 0.5f;

break;

case "clerk":

hra = basicsal \* 0.25f;

bonus = basicsal \* 0.3f;

break;

case "peon":

hra = basicsal \* 0.15f;

bonus = basicsal \* 0.2f;

break;

}

label4.Text = "hra " + hra;

label5.Text = "bonus " + bonus;

totalsalary = hra + bonus + basicsal;

label6.Text = "total sal " + totalsalary;

}

}

}

