

# Use Control.GetType to check the control type

```
using System;
using System.Drawing;
using System.Windows.Forms;

class CustomCheckBox: Form
{
public static void Main()
{
Application.Run(new CustomCheckBox());
}
public CustomCheckBox()
{
int cyText = Font.Height;
int cxText = cyText / 2;
FontStyle[] afs = { FontStyle.Bold, FontStyle.Italic,
FontStyle.Underline, FontStyle.Strikeout };

Label label = new Label();
label.Parent = this;
label.Text = "Sample Text";

for (int i = 0; i < 4; i++) { FontStyleCheckBox chkbox = new
FontStyleCheckBox(); chkbox.Parent = this; chkbox.Text =
afs[i].ToString(); chkbox.fontstyle = afs[i]; chkbox.Location
= new Point(2 * cxText, (4 + 3 * i) * cyText / 2); chkbox.Size
= new Size(12 * cxText, cyText); chkbox.CheckedChanged += new
EventHandler(CheckBoxOnCheckedChanged); } } void
CheckBoxOnCheckedChanged(object obj, EventArgs ea) { FontStyle
fs = 0; Label label = null; for (int i = 0; i <
Controls.Count; i++) { Control ctrl = Controls[i]; if
(ctrl.GetType() == typeof(Label)) label = (Label) ctrl; else
if (ctrl.GetType() == typeof(FontStyleCheckBox)) if
```

```
((FontStyleCheckBox) ctrl).Checked) fs |=  
((FontStyleCheckBox) ctrl).fontstyle; } label.Font = new  
Font(label.Font, fs); } } class FontStyleCheckBox: CheckBox {  
public FontStyle fontstyle; } [/csharp]
```