

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]
```