

28) Demonstrate the use of timer control in C#.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace Timer
{
    public partial class Form1 : Form
    {
        int second = 0;
        public Form1()
        {
            InitializeComponent();

        }

        private void progressBar1_Click(object sender, EventArgs e)
        {

        }

        private void Form1_Load(object sender, EventArgs e)
        {
            timer1.Interval = 1000;
            timer1.Start();
            progressBar1.Value = 0;
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            label1.Text = DateTime.Now.ToString();
            second = second + 1;
            progressBar1.Visible = true;
            progressBar1.Value = progressBar1.Value + 1;
            if (progressBar1.Value == 15)
            {
                Form2 f2 = new Form2();
                f2.Show();
                progressBar1.Visible=false;
            }

            if (second >= 15)
            {
                timer1.Stop();
                MessageBox.Show("Exiting.....");
            }
        }
    }
}
```