a) Graphical User Interface
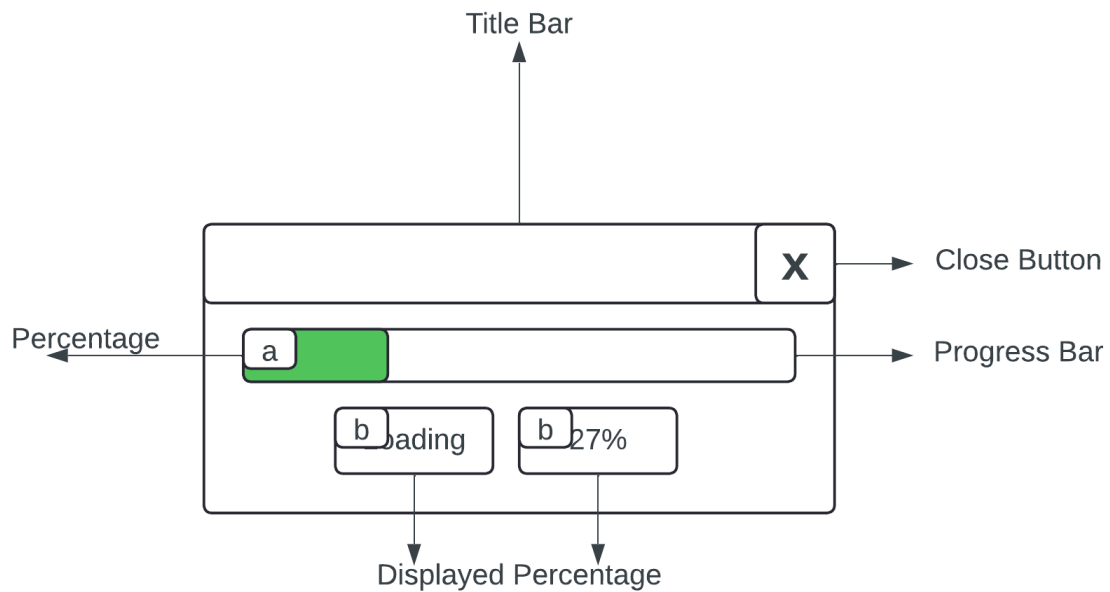

b) Control Properties
  - i)   a - ProgressBar
      1) A **minimum** of **0**
      2) A **maximum** of **100**
      3) The **value** will change dynamically **depending on the timer ticks**
      4) The **orientation** is **vertical**
  - ii)   b - Label
      1) A **Font size** of **20**
      2) The **value** will change dynamically **depending on the timer ticks**
  - iii) Timer
      1) **Enabled** will be set to **False** by default then to **True** when the form loads

DANIEL KARUME
SCT211-0072/2022