import javax.swing.\*;

import java.awt.\*;

public class Splash extends JFrame {

Splash() {

ImageIcon imageIcon = new ImageIcon(ClassLoader.getSystemResource("icon.png")); // Replace "icon.png" with the actual name of your image file

setIconImage(imageIcon.getImage());

setLocation(250, 50);

setSize(1000, 700);

setVisible(true);

}

public static void main(String[] args) {

new Splash();

}

}