**Designing The SplashScreenFrame**

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**STEPS TO BE DONE IN** **SplashScreenFrame**

A Splash Screen is the first screen displayed by the app and contains app title . It stays open for some duration and then disappears giving way to the next screen.

In the **SplashScreenFrame** we need to do following steps:

1. Create a **JProgressBar.**

2. It's important methods are:

**setStringPainted( )**

**setValue( )**

**getValue( )**

**getMaximum( )**

3. Call it's **setStringPainted ( )** method passing it the argument true which enables the Progress Bar to allow the Progress Bar to show progress string.

3. Create a class which extends **Thread**

4. Override it's run method

5. Launch the thread

6. When **run()** method finishes then load the **LoginFrame**

***public class SplashScreenFrame extends javax.swing.JFrame {***

***public SplashScreenFrame() {***

***initComponents();***

***this.setLocationRelativeTo(null);***

***jProgressBar1.setStringPainted(true);***

***jProgressBar1.setForeground(Color.white);***

***Color bkColor=new Color(192,64,64);***

***ColorUIResource colorResource = new ColorUIResource(bkColor);***

***UIManager.put("nimbusOrange",colorResource);***

***}***

***class SplashThread extends Thread***

***{***

***public void run()***

***{***

***int count=1;***

***Random r=new Random();***

***while(jProgressBar1.getValue()<jProgressBar1.getMaximum()){***

***try***

***{***

***jProgressBar1.setValue(count);***

***Thread.sleep(1200);***

***count=count+r.nextInt(100);***

***}***

***catch(InterruptedException e)***

***{***

***JOptionPane.showMessageDialog(null, "Exception In Thread:"+e,"Error!",JOptionPane.ERROR\_MESSAGE);***

***}***

***}***

***dispose();***

***LoginFrame loginFrame=new LoginFrame();***

***loginFrame.setVisible(true);***

***}***

***}***

***}***