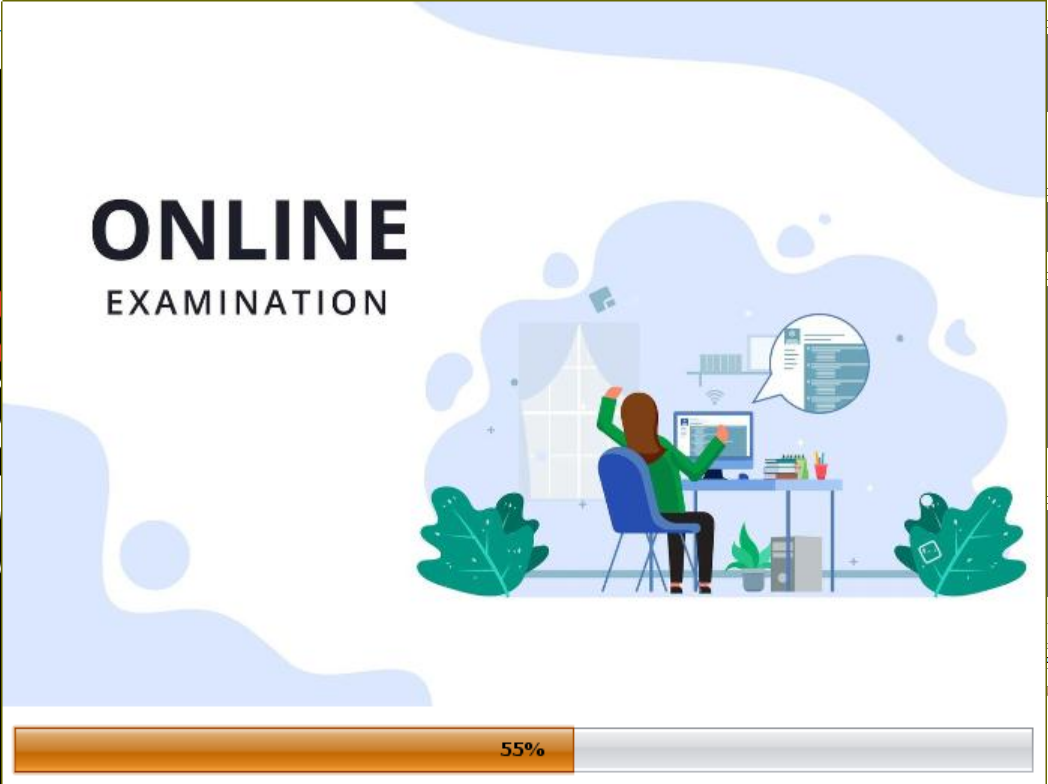
**Designing The SplashScreenFrame**

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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**