

```
1 Public Class loading
2     Dim i As Integer = 10
3     Dim j As Integer = 0
4     Private Sub Timer1_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles
        Timer1.Tick
5
6         If i >= 100 Then
7             i = 0
8         Else
9             i += 10
10            loadingprogress.Value = i
11        End If
12
13        If j = 0 Then
14            Label1.Text = "Loading."
15            loadingprogress.ProgressColor = Color.MediumAquaMarine
16            j += 1
17        ElseIf j = 1 Then
18            Label1.Text = "Loading.."
19            loadingprogress.ProgressColor = Color.MediumVioletRed
20            j += 1
21        ElseIf j = 2 Then
22            Label1.Text = "Loading..."
23            loadingprogress.ProgressColor = Color.LightGreen
24            j += 1
25        ElseIf j = 3 Then
26            Label1.Text = "Loading...."
27            loadingprogress.ProgressColor = Color.LightSeaGreen
28            j += 1
29        ElseIf j = 4 Then
30            Label1.Text = "Loading....."
31            loadingprogress.ProgressColor = Color.LightSkyBlue
32            j = 0
33        End If
34    End Sub
35
36    Private Sub loading_Shown(ByVal sender As Object, ByVal e As System.EventArgs) Handles Me.Shown
37        Timer1.Start()
38    End Sub
39 End Class
```