Project Skynet

Software Code : Project_Skynet/FormLoading.cs

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```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Project_Skynet
{
    public partial class FormLoading : Form
    {
        public FormLoading()
        {
            InitializeComponent();
        }

        private void FormLoading_Load(object sender, EventArgs e)
        {
            timer1.Interval = 10;
            timer1.Enabled = true;
        }

        int i = 0;
        private void timer1_Tick(object sender, EventArgs e)
        {
            if (i >= 100)
            {
                this.eventFormLoadProgressCompleted(); //send event
                timer1.Enabled = false; //stop timer
                return; //return to stop progressbar
            }

            i++;
            if (i > 100) i = 100;
            SetProgressBar(i);
        }

        delegate void callbackProgressBar(int i);

        public void SetProgressBar(int pgbv)
        {
            if (progressBar1.InvokeRequired) //check if delegate is in need
            {
                this.Invoke(new callbackProgressBar(setProgressBar), new object[]
                  { pgbv }); //set what to do after situation(delegate)
            }
            else
            {
                this.setProgressBar(pgbv);
            }
```

```csharp
        }

        private void setProgressBar(int i) //set the value of progressbar
        {
            progressBar1.Value = i;
        }


        public event EventHandler<FormLoadProgressCompletedEventArgs>
            FormLoadProgressCompleted;
        private void eventFormLoadProgressCompleted() //making event
        {
            FormLoadProgressCompletedEventArgs e = new
                FormLoadProgressCompletedEventArgs();
            EventHandler<FormLoadProgressCompletedEventArgs> hadler =
                FormLoadProgressCompleted;
            if (hadler != null)
            {
                hadler(this, e);
            }
        }

        private void pictureBox1_Click(object sender, EventArgs e)
        {

        }
    }
}
```