

Добавил код в activity-main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/ivAnim"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="1.0"
        app:layout_constraintStart_toEndOf="parent"
        tools:layout_editor_absoluteY="16dp" />

    <Button
        android:id="@+id/btnGoToMainActivity2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Go to MainActivity2"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/ivAnim"
        app:layout_constraintVertical_bias="1.0" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

B MainActivity.kt

```
package com.example.a13

import android.content.Intent
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()

        // Загружаем макет перед использованием findViewById
        setContentView(R.layout.activity_main)

        // Инициализируем элементы

        // Инициализация кнопки и добавление обработчика клика
        val btnGoToMainActivity2: Button =
```

```

findViewById(R.id.btnGoToMainActivity2)
    btnGoToMainActivity2.setOnClickListener {
        val intent = Intent(this, MainActivity2::class.java)
        startActivity(intent)
    }

    val img: ImageView = findViewById(R.id.ivAnim)
    img.setBackgroundResource(R.drawable.lightandfight_animation)

    // Получаем объект анимации и запускаем её
    val frameAnimation = img.background as AnimationDrawable
    frameAnimation.start()

    // Настройка отступов для системы
    ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) {
v, insets ->
        val systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars())
        v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom)
        insets
    }
}
}

```

## B lightandfight\_animation.xml

```

<?xml version="1.0" encoding="utf-8"?>
<animation-list xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:drawable="@drawable/pic1" android:duration="50" />
    <item android:drawable="@drawable/pic2" android:duration="50" />
    <item android:drawable="@drawable/pic3" android:duration="50" />
    <item android:drawable="@drawable/pic4" android:duration="50" />
    <item android:drawable="@drawable/pic5" android:duration="50" />
    <item android:drawable="@drawable/pic6" android:duration="50" />
    <item android:drawable="@drawable/pic7" android:duration="50" />
    <item android:drawable="@drawable/pic8" android:duration="50" />
    <item android:drawable="@drawable/pic9" android:duration="50" />
    <item android:drawable="@drawable/pic10" android:duration="50" />
    <item android:drawable="@drawable/pic11" android:duration="50" />
    <item android:drawable="@drawable/pic12" android:duration="50" />
    <item android:drawable="@drawable/pic13" android:duration="50" />
    <item android:drawable="@drawable/pic14" android:duration="50" />
    <item android:drawable="@drawable/pic15" android:duration="50" />
    <item android:drawable="@drawable/pic16" android:duration="50" />
    <item android:drawable="@drawable/pic17" android:duration="50" />
    <item android:drawable="@drawable/pic18" android:duration="50" />
    <item android:drawable="@drawable/pic19" android:duration="50" />
    <item android:drawable="@drawable/pic20" android:duration="50" />
    <item android:drawable="@drawable/pic21" android:duration="50" />
    <item android:drawable="@drawable/pic22" android:duration="50" />
    <item android:drawable="@drawable/pic23" android:duration="50" />
    <item android:drawable="@drawable/pic24" android:duration="50" />
    <item android:drawable="@drawable/pic25" android:duration="50" />
    <item android:drawable="@drawable/pic26" android:duration="50" />
    <item android:drawable="@drawable/pic27" android:duration="50" />
    <item android:drawable="@drawable/pic28" android:duration="50" />
    <item android:drawable="@drawable/pic29" android:duration="50" />
    <item android:drawable="@drawable/pic30" android:duration="50" />
    <item android:drawable="@drawable/pic31" android:duration="50" />
    <item android:drawable="@drawable/pic32" android:duration="50" />
    <item android:drawable="@drawable/pic33" android:duration="50" />

```

[illegible]

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```

<item android:drawable="@drawable/pic354" android:duration="50" />
<item android:drawable="@drawable/pic355" android:duration="50" />
<item android:drawable="@drawable/pic356" android:duration="50" />
<item android:drawable="@drawable/pic357" android:duration="50" />
<item android:drawable="@drawable/pic358" android:duration="50" />
<item android:drawable="@drawable/pic359" android:duration="50" />
<item android:drawable="@drawable/pic360" android:duration="50" />
<item android:drawable="@drawable/pic361" android:duration="50" />
<item android:drawable="@drawable/pic362" android:duration="50" />
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<item android:drawable="@drawable/pic364" android:duration="50" />
<item android:drawable="@drawable/pic365" android:duration="50" />
<item android:drawable="@drawable/pic366" android:duration="50" />
<item android:drawable="@drawable/pic367" android:duration="50" />
<item android:drawable="@drawable/pic368" android:duration="50" />
<item android:drawable="@drawable/pic369" android:duration="50" />
<item android:drawable="@drawable/pic370" android:duration="50" />
<item android:drawable="@drawable/pic371" android:duration="50" />
</animation-list>

```

## B new\_animation.xml

```

<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"
    android:interpolator="@android:anim/linear_interpolator">
    <scale android:fromXScale="2.0" android:toXScale="0.5"
        android:fromYScale="3.0" android:toYScale="0.2"
        android:pivotX="50%" android:pivotY="50%" android:duration="450"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <rotate
        android:fromDegrees="0.0"
        android:toDegrees="0.0"
        android:pivotX="100%"
        android:pivotY="-50%" />
    <alpha android:fromAlpha="1.0" android:toAlpha="0.1"
        android:duration="20"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <translate android:fromXDelta="0.0"
        android:toXDelta="50.0"
        android:fromYDelta="200.0"
        android:toYDelta="800.0"
        android:duration="50"
        android:repeatMode="reverse"
        android:repeatCount="infinite" />
</set>

```

## B activity\_main2.xml

```

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity2">
    <ImageView
        android:id="@+id/ivAnimCat"
        android:layout_width="200dp"
        android:layout_height="200dp"

```



```

        android:src="@drawable/cat"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

## B MainActivity2.kt

```

package com.example.a13

import android.os.Bundle
import android.view.animation.Animation
import android.view.animation.AnimationUtils
import android.widget.ImageView
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity2 : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)

        enableEdgeToEdge()
        setContentView(R.layout.activity_main2)

        // Объявление imageView
        val imgCat: ImageView = findViewById(R.id.ivAnimCat)

        // Загрузка анимации
        val anim: Animation = AnimationUtils.loadAnimation(this,
R.anim.new_animation)
        imgCat.startAnimation(anim)

        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) {
v, insets ->
            val systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom)
            insets
        }
    }
}

```

## B AndroidManifest.xml

```

<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme. 13"
    >

```

```

tools:targetApi="31">

<!-- MainActivity всегда в вертикальном режиме -->
<activity
    android:name=".MainActivity"
    android:screenOrientation="landscape"
    android:exported="true">
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
    </intent-filter>
</activity>

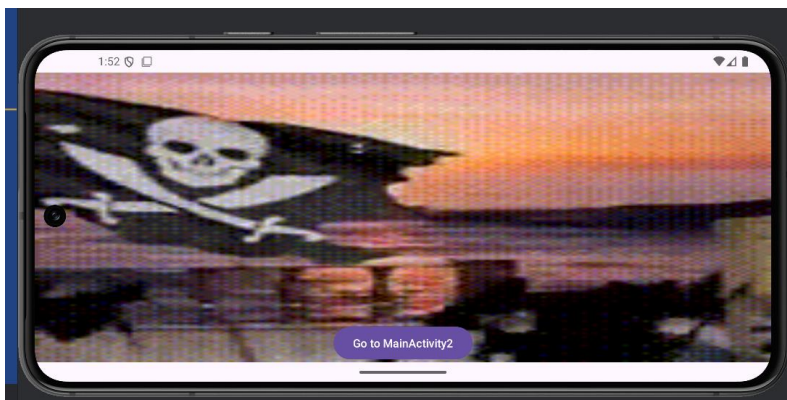
<!-- MainActivity2 всегда в вертикальном режиме -->
<activity
    android:name=".MainActivity2"
    android:exported="false" />
</application>

</manifest>

```

## Работа приложения

Сначала показывается первая активность на которой покадровая анимация



После нажатия на кнопку попадаем на вторую активность с другой анимацией

