

1. Создаю активность

```
<?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"
        />

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

2. Разобрал gif на фреймы

```
▼ drawable
    </> cat_animation.xml
    frame1.png
    frame2.png
    frame3.png
    frame4.png
    </> ic_launcher_background.xml
    </> ic_launcher_foreground.xml
```

3. Создаю анимации

```
<?xml version="1.0" encoding="utf-8"?>
<animation-list xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:drawable="@drawable/frame1" android:duration="250" />
    <item android:drawable="@drawable/frame2" android:duration="250" />
    <item android:drawable="@drawable/frame3" android:duration="250" />
    <item android:drawable="@drawable/frame4" android:duration="250" />
</animation-list>
```

4. Создаю анимацию объекта

```
<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"
    android:shareInterpolator="@android:anim/linear_interpolator">
    <scale android:fromXScale="1.0" android:toXScale="0.5"
        android:fromYScale="1.0" android:toYScale="0.5"
        android:pivotX="50%" android:pivotY="50%" android:duration="4500"
        android:repeatCount="infinite" android:repeatMode="reverse" />
</set>
```

5. MainActivity

```
package com.example.pr13

import ...

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        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
        }
        val img : ImageView = findViewById(R.id.ivAnim)
        img.setBackgroundResource(R.drawable.cat_animation);
        val frameAnimation = img.background as AnimationDrawable
        frameAnimation.start()
        val anim : Animation =
            AnimationUtils.loadAnimation(context = this, R.anim.animation)
        img.startAnimation(anim)
    }
}
```

6. Результат

