

Android - Animation

- This tutorial shows the usage of `ObjectAnimator` from the animation framework to animate object properties.
- The example shows a ball that bounces from the top/left of the screen to the lower right corner.
- The animation can be done both via an XML resource as well as Java API.



At start



Shortly after start

References

- [Animation Framework](#)

Exercise

- Add another `ObjectAnimator` that will rotate the ball while it bounces.