**Chapter 7**

In Chapter 7, I’ve learned how to incorporate animation into your app to enhance the user experience (UX) and convey actions effectively. When used appropriately, animation can make the app more engaging, but excessive or unnecessary animations can negatively impact the UX. This chapter covers how to create Tween animations, which define how the animation progresses from one value to another. You’ll also explore built-in animations using widgets like Animated Container, Animated Crossfade, and Animated Opacity. For more control, I’ve learned to create custom animations using the Animation Controller and Animated Builder classes. This chapter also covers staggered animations, where multiple animations run in sequence or simultaneously using several Animation classes.

