Chad Carmickle Animation Project. 5/8/2019

Screen Resolution: Nexus 5 API 27 1080 x 1920: 420dpi

The assignment was fun and a lot easier than I thought it would be at first, I had really no bugs after following the video and looking at your examples from class. The start of using the vector images I thought was smart that way I didn’t have to create my own and mess with the sizes of the images or anything of that sort, after adding the vector images, I created a resource file that would hold the images in item tags then referenced that resource though the image view I created in the file. After using that image View then casting it to the animation Drawable it became extremely simple to put together and run. The only thing that I was a little unsure on using the onWindowFocusChanged and why, but after researching it I found out why, because when the app runs in oncreate it can’t load it and using the onWindowFocusChanged calls when the window gains or loses focus it allows the animations to run.