

Animations and Gestures

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Animations

- Adds to better user experience
- NativeScript supports simple but power API
 - Allows animating any native element
 - Declarative based on the familiar CSS3 animations API
 - Imperative: Full control through code

Animations

- Properties that can be animated:
 - opacity
 - backgroundColor
 - translateX and translateY
 - scaleX and scaleY
 - rotate
- Controlling animations:
 - duration
 - delay
 - iterations
 - timing function: through animation curve
 - linear, ease-in, ease-out, ease-in-out, spring
 - Advanced control through defining animation curve with cubic Bezier function

Gestures

- Interacting with your app by manipulating UI elements on the screen
 - View: base class on which you can recognize events
- Gestures: Tap, Double Tap, Long Press, Swipe, Pan, Pinch, Rotation, Touch
 - Use one-way event binding in Angular
- Attach callback function to respond to events
 - `function(args: GestureEventData)`
 - `GestureEventData` specific to each gesture, e.g., `SwipeGestureEventData`, `PanGestureEventData`