动画的使用

360旋转动画

RotateAnimation rotateAnimation = **new** RotateAnimation(0f, 360f, Animation.***RELATIVE\_TO\_SELF***,  
 0.5f, Animation.***RELATIVE\_TO\_SELF***, 0.5f);  
rotateAnimation.setDuration(5000);  
rotateAnimation.setAnimationListener(**new** Animation.AnimationListener() {  
 @Override  
 **public void** onAnimationStart(Animation animation) {  
  
 }  
  
 @Override  
 **public void** onAnimationEnd(Animation animation) {  
 Intent intent = **new** Intent(MainActivity.**this**, Main2Activity.**class**);  
 startActivity(intent);  
  
 }  
  
 @Override  
 **public void** onAnimationRepeat(Animation animation) {  
  
 }  
});  
**Image1**.setAnimation(rotateAnimation);

渐变动画

AlphaAnimation alphaAnimation = **new** AlphaAnimation(1.0f, 0.1f);  
 **Imager\_one**.setAnimation(alphaAnimation);  
 alphaAnimation.setDuration(4000);  
 alphaAnimation.setAnimationListener(**new** Animation.AnimationListener() {  
 @Override  
 **public void** onAnimationStart(Animation animation) {  
  
 }  
  
 @Override  
 **public void** onAnimationEnd(Animation animation) {  
  
 Intent intent = **new** Intent(MainActivity.**this**, MainActivity2.**class**);  
 startActivity(intent);  
  
 }  
  
 @Override  
 **public void** onAnimationRepeat(Animation animation) {  
  
 }  
 });  
  
  
}

缩放动画

AnimationSet animationSet = **new** AnimationSet(**true**);  
  
ScaleAnimation scaleAnimation = **new** ScaleAnimation(1, 0.5f, 1, 0.5f,  
 animationSet.***RELATIVE\_TO\_SELF***, 0.5f, Animation.***RELATIVE\_TO\_SELF***, 0.5f);  
*//动画时间三秒*scaleAnimation.setDuration(3000);  
animationSet.addAnimation(scaleAnimation);  
animationSet.setAnimationListener(**new** Animation.AnimationListener() {  
 @Override  
 **public void** onAnimationStart(Animation animation) {  
  
 }  
  
 @Override  
 **public void** onAnimationEnd(Animation animation) {  
 initintent();  
 *//跳转的页面的intent就在这里面写* }  
  
 @Override  
 **public void** onAnimationRepeat(Animation animation) {  
  
 }  
});  
MainActivity.**this**.**Image\_one**.startAnimation(animationSet);