

```
1 public protocol Animatable: class {
2     var animationType: AnimationType { get set }
3     var autoRun: Bool { get set }
4     var duration: Double { get set }
5     var delay: Double { get set }
6     var damping: CGFloat { get set }
7     var velocity: CGFloat { get set }
8     var force: CGFloat { get set }
9 }
```