

```
1 public extension Animatable where Self: UIView {
2     public func autoRunAnimation() {
3         if autoRun {
4             autoRun = false
5             animate()
6         }
7     }
8
9     public func animate(animation: AnimationType? = nil, completion:
10         AnimatableCompletion? = nil) {
11         switch animation ?? animationType {
12         case let .slide(way, direction):
13             slide(way, direction: direction, completion: completion)
14         case let .squeeze(way, direction):
15             squeeze(way, direction: direction, completion: completion)
16         case let .squeezeFade(way, direction):
17             squeezeFade(way, direction: direction, completion: completion)
18         case let .slideFade(way, direction):
19             slideFade(way, direction: direction, completion: completion)
20         case let .fade(way):
21             fade(way, completion: completion)
22         ...
23     }
24 }
25 }
```