Animation

```
<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:interpolator="@android:anim/linear_interpolator">
    <scale android:fromXScale="1.0" android:toXScale="0.5"</pre>
        android:fromYScale="1.0" android:toYScale="0.5"
        android:pivotX="200%" android:pivotY="200%" android:duration="4500"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <rotate
        android:fromDegrees="0.0"
        android:toDegrees="240.0"
        android:pivotX="50%"
        android:pivotY="50%" />
    <alpha android:fromAlpha="1.0" android:toAlpha="0.0"
        android:duration="250"
        android:repeatCount="infinite"
        android:repeatMode="reverse" />
    <translate android:fromXDelta="0.0"</pre>
        android:toXDelta="100.0"
        android:fromYDelta="20.0"
        android:toYDelta="120.0"
        android:duration="250"
        android:repeatMode="reverse"
        android:repeatCount="infinite" />
</set>
```

Main Activity

```
import android.annotation.SuppressLint
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.view.animation.Animation
import android.view.animation.AnimationUtils
import android.widget.ImageView
import androidx.activity.enableEdgeToEdge
import androidx.activity.enableEdgeToEdge
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity : AppCompatActivity() {
    @SuppressLint("MissingInflatedId")
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        val imgCat : ImageView = findViewById(R.id.ivAnimCat)
        val anim : Animation = AnimationUtils.loadAnimation( context this,R.anim.animation_new)
        imgCat.startAnimation(anim)
    }
}
```

ActivityMain

