

# Анимация

1.Разделил на сайте гифку на фреймы

2.dante\_animation.xml

```
<?xml version="1.0" encoding="utf-8"?>
<animation-list xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:drawable="@drawable/frame1" android:duration="250" />
    <item android:drawable="@drawable/frame2" android:duration="250" />
    <item android:drawable="@drawable/frame3" android:duration="250" />
    <item android:drawable="@drawable/frame4" android:duration="250" />
    <item android:drawable="@drawable/frame5" android:duration="250" />
    <item android:drawable="@drawable/frame6" android:duration="250" />
</animation-list>
```

3.activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-auto"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
    <ImageView
        android:id="@+id/ivAnim"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        />

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="EPIC"
        android:textSize="14dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

4.MainActivity

```
class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
```

```

        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) {
v, insets ->
            val systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom)
            insets
        }
        val img : ImageView = findViewById(R.id.ivAnim)
// устанавливаем ресурс анимации
        img.setBackgroundResource(R.drawable.dante_animation);
// получаем объект анимации
        val frameAnimation = img.background as AnimationDrawable
        frameAnimation.start()
        val anim : Animation =
            AnimationUtils.loadAnimation(this,R.anim.animation)
        img.startAnimation(anim)

    }
}

```

## 5.animation.xml

```

<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"
    android:shareInterpolator="@android:anim/linear_interpolator">
    <scale android:fromXScale="1.0" android:toXScale="0.5"
        android:fromYScale="1.0" android:toYScale="0.5"
        android:pivotX="50%" android:pivotY="50%" android:duration="4500"
        android:repeatCount="infinite" android:repeatMode="reverse" />
</set>

```

## 6.Результат

