Assignment 5

Title: Design & develop GUI for fan regulator.

Problem Statement:
Design & develop a GUI for fan regulator that uses Android platform.

Theory:-

- GUI is human computer interface that uses windows, to icons & menus which can be manipulated by the user.
- In order to develop GUI for fan regulator we have to take the image of fan & rotate it using Animations class.

Animation : It is the process of creating motion & shape change. Animation class will be used for

Functions of Animation class.
1) Start (-) : starts the animation
2) setDuration (long duration) : This sets duration of animation.
3) getduration () : This method returns duration that has been set by setDuration () animation
4) end() : Ends the Animation
5) cancel () : Cancels the Animation

In Order to start the animation, we call the function startAnimation () of object.

steps to create Animation !
1. Create new Android Studio Project
2. Modify MainActivity.java & create code.
3. Right click on res. Create resource directory of type to anim
4. Create XML file within it. I have created 2 XML files rotate, clockwise & anticlockwise XML.
5. Since I have to rotate the fan I have written following code within XML file.

```xml
< set ... >
    < rotate android : fromDegrees = "360",
             android : toDegrees   = "0",
             android : pivotX      = "50%",
             android : pivotY      = "50%",
             android : duration    = "500",
             android : repeat count = "infinite" />
</ set >
```

Conclusion :
            This assignment has taught me how to create a simple applicati animation in android.