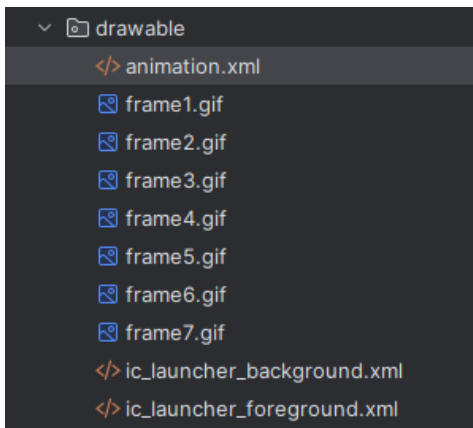


## Практическая работа 13

### 1. Создаем Activity\_main с ImageView

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-auto"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:id="@+id/main"
6     android:layout_width="match_parent"
7     android:layout_height="match_parent"
8     tools:context=".MainActivity">
9
10    <ImageView
11        android:id="@+id/ivAnim"
12        android:layout_width="match_parent"
13        android:layout_height="match_parent"
14    />
15
16 </androidx.constraintlayout.widget.ConstraintLayout>
```

### 2. Разбираем gif на фреймы и закидываем в проект



### 3. Создаем анимацию картинки

```
<?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" />
  <item android:drawable="@drawable/frame7" android:duration="250" />
</animation-list>
```

#### 4. Создаем анимацию объекта ImageView

```
activity_main.xml MainActivity.kt anim\animation.xml x build.gradle.kts (:app)
1 <?xml version="1.0" encoding="utf-8"?>
2 <set xmlns:android="http://schemas.android.com/apk/res/android"
3     android:interpolator="@android:anim/linear_interpolator">
4     <scale android:fromXScale="1.0" android:toXScale="0.5"
5         android:fromYScale="1.0" android:toYScale="0.5"
6         android:pivotX="50%" android:pivotY="50%" android:duration="4500"
7         android:repeatCount="infinite" android:repeatMode="reverse" />
8 </set>
```

#### 5. MainActivity

```
val img : ImageView = findViewById(R.id.ivAnim)
img.setBackgroundResource(R.drawable.animation);
val frameAnimation = img.background as AnimationDrawable
frameAnimation.start()
val anim : Animation =
    AnimationUtils.loadAnimation(context: this, R.anim.animation)
img.startAnimation(anim)
}
```

#### 6. Результат

