Import ‘package:flutter/material.dart’;

Void main() {

runApp(const MyApp());

}

Class MyApp extends StatelessWidget {

Const MyApp({super.key});

@override

Widget build(BuildContext context) {

Return MaterialApp(

Title: ‘Flutter Demo’,

Theme: ThemeData(

colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),

),

Home: Aniball(),

);

}

}

Class Aniball extends StatefulWidget {

Const Aniball({super.key});

@override

State<Aniball> createState() => \_AniballState();

}

Class \_AniballState extends State<Aniball> with SingleTickerProviderStateMixin {

Late AnimationController controller;

Late Animation animation;

@override

Void initState() {

// TODO: implement initState

Controller=AnimationController(vsync: this,duration: Duration(seconds: 4))..repeat(reverse: true);

Animation=CurvedAnimation(parent: controller,curve: Curves.bounceInOut);

Super.initState();

}

@override

Void dispose() {

// TODO: implement dispose

Controller.dispose();

Super.dispose();

}

@override

Widget build(BuildContext context) {

Return Scaffold(

backgroundColor: Colors.cyan.shade500,

body: Center(

child: AnimatedBuilder(animation: animation, builder☹context, child) {

return Align(

alignment: Alignment(0,1-2.0\* animation.value ),

child: child,

);

},child: Container(width: 100,height: 100,decoration: BoxDecoration(color: Colors.pink,shape: BoxShape.circle),),

),

),

);

}

}