QUE 1. Write a program to rotate the image in clockwise/anticlockwise, zoom IN/Zoom OUT ,Fade IN/Fade OUT by using the following GUI.

## ActivityMain.xml

```
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
 xmlns:app="http://schemas.android.com/apk/res-auto"
 xmlns:tools="http://schemas.android.com/tools"
 android:layout_width="match_parent"
 android:layout height="match parent"
 tools:context=".MainActivity">
  <Button android:id="@+id/fo"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:layout_x="206dp" android:layout_y="583dp" android:text="fade out" />
  <Button android:id="@+id/zi"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_x="27dp" android:layout_y="456dp" android:text="zoom in" />
  <Button android:id="@+id/zo"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_x="203dp" android:layout_y="456dp" android:text="zoom out" />
  <Button android:id="@+id/c"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_x="28dp" android:layout_y="518dp" android:text="clockwise" />
  <Button android:id="@+id/ac"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:layout_x="207dp" android:layout_y="518dp" android:text="Anti clockwise" />
  <Button android:id="@+id/fi"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:layout_x="27dp" android:layout_y="587dp"android:text="fade in" />
 <ImageView
    android:layout_width="304dp" android:layout_height="317dp"
    android:id="@+id/iv"
                                 android:layout_x="44dp"
    android:layout_y="85dp"
                                 android:src="@drawable/android"/>
</AbsoluteLayout>
```

```
// fade_in.xml

<?xml version="1.0" encoding="utf-8"?>

<set

xmlns:android="http://schemas.android.com/apk/res/android"><alpha android:fromAlpha="0.0"
android:toAlpha="1.0" android:duration="500"/>
</set>

fade_out.xml

<?xml version="1.0" encoding="utf-8"?>

<setxmlns:android="http://schemas.android.com/apk/res/android="http://schemas.android.com/apk/res/android">

<shape a setxmlns:android="http://schemas.android.com/apk/res/android">

<a href="style="text-align: left;">
<shape a setxmlns:android="http://schemas.android.com/apk/res/android">

<a href="style="text-align: left;">
<a href="style="te
```

## MainActivity.java

```
MainActivity.java pr25
package com.example.animation;
import androidx.appcompat.app.
AppCompatActivity;
import android.view.*;
```

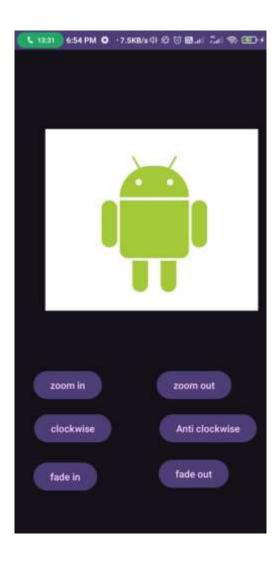
import android.os.Bundle; import android.view.animation.Animation; import android.view.animation .AnimationUtils;import android.widget.\*;

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```
public class MainActivity extends
AppCompatActivity {
Button zi,zo,fi,fo,rc,ra; ImageView iv;
  protected void onCreate(Bundle
savedInstanceState) {
    super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
    zi=findViewById(R.id.zi);
    zo=findViewById(R.id.zo);
    fi=findViewById(R.id.fi);
    fo=findViewById(R.id.fo);
    rc=findViewById(R.id.c);
    ra=findViewById(R.id.ac);
    iv=findViewById(R.id.iv);
    zi.setOnClickListener(new
View.OnClickListener(){
public void onClick(View v){
iv.setScaleX(iv.getScaleX()+(float)0.1);
iv.setScaleY(iv.getScaleY()+(float)0.1);}});
    zo.setOnClickListener(new
View.OnClickListener(){
      public void onClick(View v){
```

iv.setScaleX(iv.getScaleX()-(float)0.1); iv.setScaleY(iv.getScaleY()-(float)0.1);}}); rc.setOnClickListener(new View.OnClickListener(){ public void onClick(View v){iv. setRotation((float)iv.getRotation()+90);}}); ra.setOnClickListener(new View.OnClickListener(){ public void onClick(View v){iv. setRotation((float)iv.getRotation()-90);}}); fi.setOnClickListener(new View.OnClickListener(){public void onClick(View v){Animation afi= AnimationUtils.loadAnimation(getApplicationC ontext(),R.anim.fade\_in); iv.startAnimation(afi);}}); fo.setOnClickListener(new View.OnClickListener(){public void onClick(View v){Animation afo= AnimationUtils.loadAnimation(getApplicationC ontext(),R.anim.fade\_out);iv.startAnimation(af o);}});}}

## **OUTPUT:**



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