//anim/transition

<?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="2000"/>

<alpha

android:startOffset="2000"

android:fromAlpha="1"

android:toAlpha="0"

android:duration="2000"/>

<scale xmlns:android="http://schemas.android.com/apk/res/android"

android:fromXScale="0.5"

android:toXScale="3.0"

android:fromYScale="0.5"

android:toYScale="3.0"

android:duration="4000"

android:pivotX="50%"

android:pivotY="50%"

android:repeatCount="infinite"

android:repeatMode="restart">

</scale>

</set>

//activity.java

package com.example.imageanimation;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.view.animation.Animation;

import android.view.animation.AnimationUtils;

import android.widget.Button;

import android.widget.ImageView;

public class MainActivity extends AppCompatActivity {

ImageView imageView;

Button button;

Animation animation;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

imageView=(ImageView)findViewById(R.id.imageView);

button=(Button)findViewById(R.id.btn);

button.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

Animation animation= AnimationUtils.loadAnimation(getApplicationContext(),R.anim.translation);

imageView.setVisibility(imageView.VISIBLE);

imageView.startAnimation(animation);

}

});

}

}