Exercise (Instructions): Gestures Part 2

Objectives and Outcomes

In this exercise we will continue with the use of PanResponder to respond to gestures. In addition we will add in animation as a way of giving visual feedback to the user. At the end of this exercise you will be able to:

Animations and Gestures

- Open DishdetailComponent.js and update it as follows:

```
1   . . .
2
3       handleViewRef = ref => this.view = ref;
4
5   . . .
6
7           onPanResponderGrant: () => {this.view.rubberBand(1000).then(endState =>
            console.log(endState.finished ? 'finished' : 'cancelled'));},
8
9   . . .
10
11              <Animatable.View animation="fadeInDown" duration={2000} delay={1000}
12                  ref={this.handleViewRef}
13                  {...panResponder.panHandlers}>
14
15  . . .
```

- Save all the changes and do a Git commit with the message "Gestures Part 2".

Conclusions

In this exercise you saw the use of animations as a way of providing visual feedback to users in response to gestures.

Mark as completed