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# **Android Animation Example**

Android provides a large number of classes and interface for the animation development. Most of the classes and interfaces are given in **android.animation** package.

Android Animation enables you to change the object property and behavior at run time. There are various ways to do animation in android.

The *AnimationDrawable* class provides methods to start and end the animation. Even, you can use time based animation.

Let's have a look at the simple example of android animation.





#### activity\_main.xml

You need to have a view only.

File: activity\_main.xml

```
<RelativeLayout xmIns:android="http://schemas.android.com/apk/res/android"
    xmIns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context=".MainActivity" >

    </re>
```

File: logo.xml

Have a image view only.

```
<?xml version="1.0" encoding="utf-8"?>
</mageView xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:id="@+id/anm"
    >
```

#### MainActivity class

```
File: MainActivity.java
```

```
package com.javatpoint.animation;
import android.os.Bundle;
import android.app.Activity;
import android.graphics.drawable.AnimationDrawable;
import android.widget.ImageView;
public class MainActivity extends Activity {
  ImageView anm;
  public void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.logo);
      anm = (ImageView)findViewById(R.id.anm);
      anm.setBackgroundResource(R.drawable.animation);
   // the frame-by-
frame animation defined as a xml file within the drawable folder
      * NOTE: It's not possible to start the animation during the onCreate.
      */
  public void onWindowFocusChanged (boolean hasFocus) {
      super.onWindowFocusChanged(hasFocus);
      AnimationDrawable frameAnimation =
        (AnimationDrawable) anm.getBackground
      if(hasFocus) {
        frameAnimation.start();
      } else {
        frameAnimation.stop();
   }
```

}

You need to create animation.xml file inside res/drawable-hdpi directory.

You need to have many images. Here, we are using 14 images and all the 14 images are located inside res/drawable-mdpi directory.

File: animation.xml

```
<?xml version="1.0" encoding="utf-8"?>
<animation-list xmlns:android="http://schemas.android.com/apk/res/android"</pre>
 android:oneshot="false">
  <item android:drawable="@drawable/frame0" android:duration="120" />
  <item android:drawable="@drawable/frame1" android:duration="120" />
  <item android:drawable="@drawable/frame2" android:duration="120" />
  <item android:drawable="@drawable/frame3" android:duration="120" />
  <item android:drawable="@drawable/frame4" android:duration="120" />
  <item android:drawable="@drawable/frame5" android:duration="120" />
  <item android:drawable="@drawable/frame6" android:duration="120" />
  <item android:drawable="@drawable/frame7" android:duration="120" />
  <item android:drawable="@drawable/frame8" android:duration="120" />
  <item android:drawable="@drawable/frame9" android:duration="120" />
  <item android:drawable="@drawable/frame10" android:duration="120" />
  <item android:drawable="@drawable/frame11" android:duration="120" />
 <item android:drawable="@drawable/frame12" android:duration="120" />
 <item android:drawable="@drawable/frame13" and roid:duration="120" /
  <item android:drawable="@drawable/frame14" a
  <item android:drawable="@drawable/frame14" a
  <item android:drawable="@drawable/frame13" a
  <item android:drawable="@drawable/frame12" a
  <item android:drawable="@drawable/frame11" a
  <item android:drawable="@drawable/frame10" android:duration="120" />
  <item android:drawable="@drawable/frame9" android:duration="120" />
 <item android:drawable="@drawable/frame8" android:duration="120" />
```

download this android example

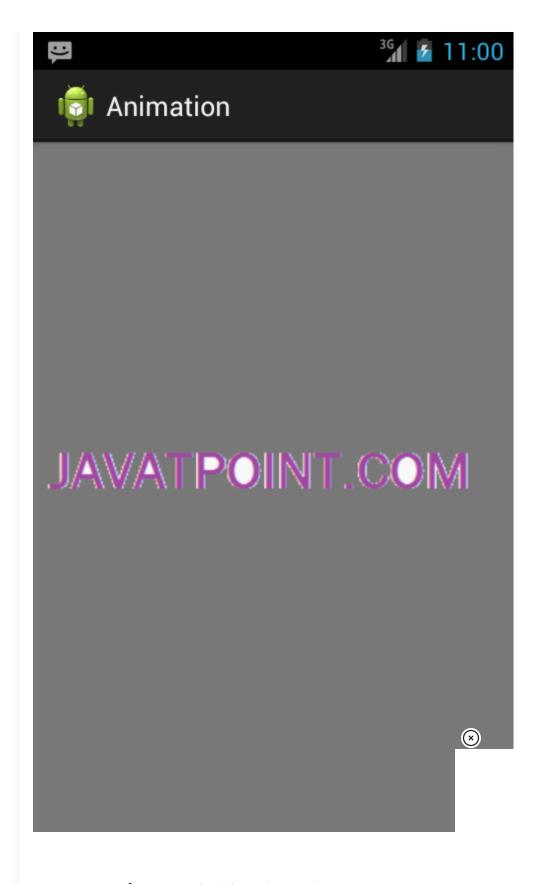
#### Output:





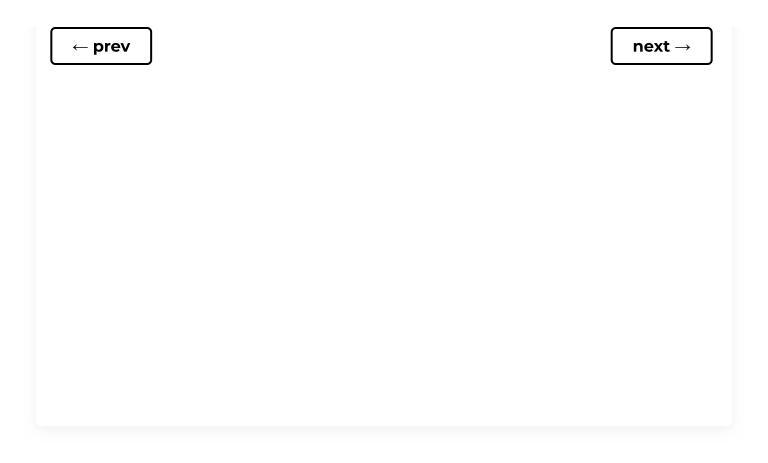


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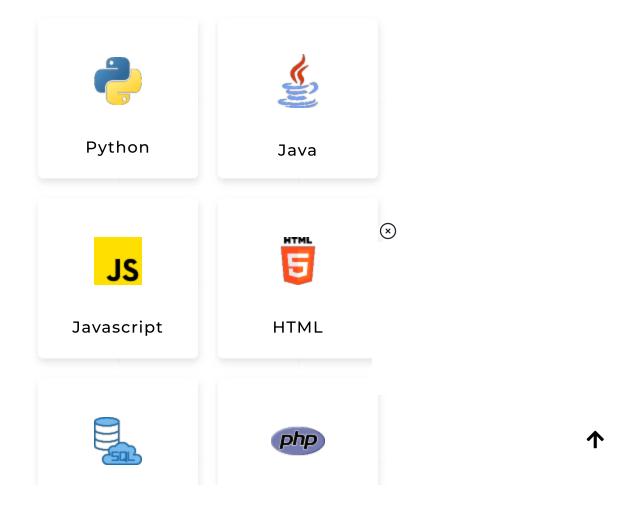


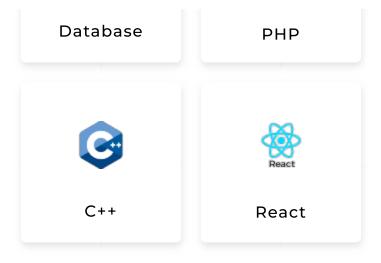
Next Topic Android Web Service

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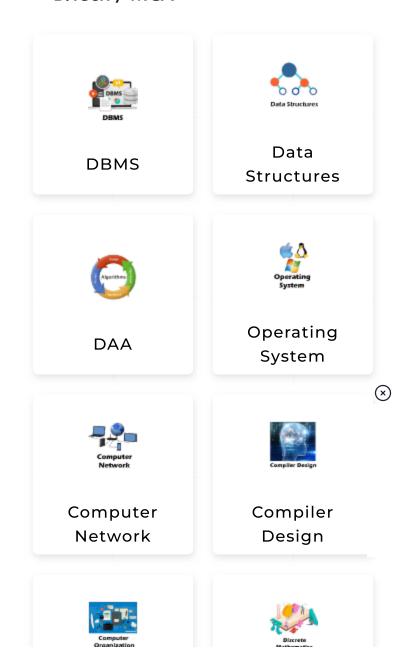


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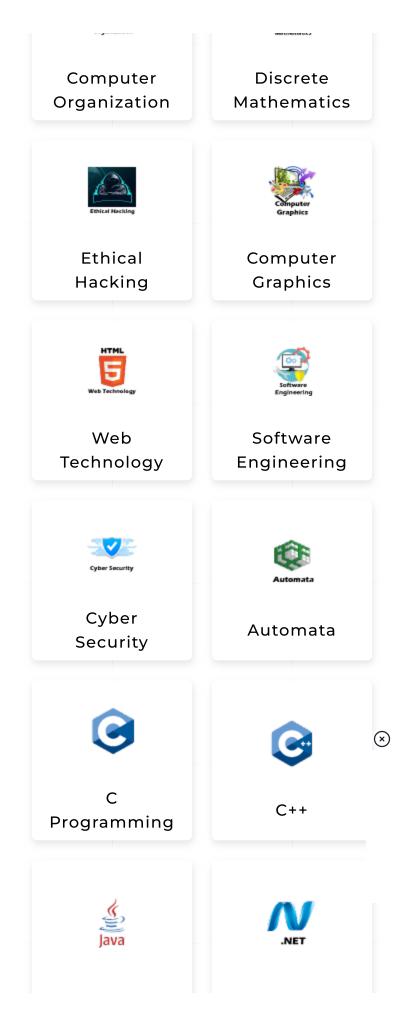


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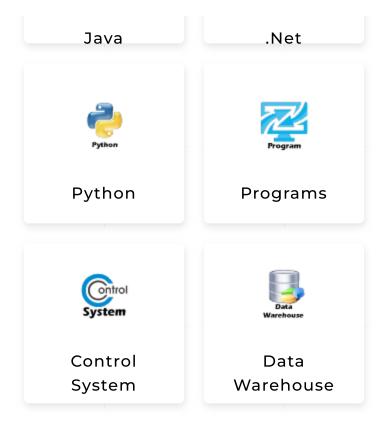


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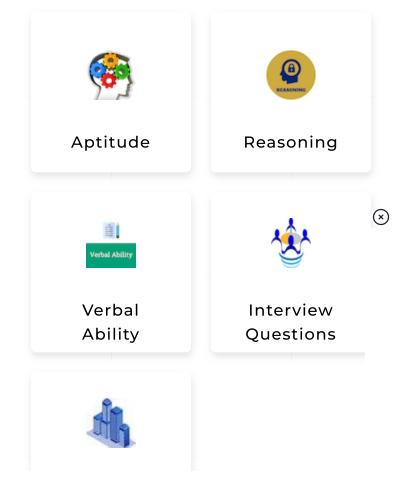
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## **Preparation**



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Company Questions

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