Name of Student: Pushkar Sane			
Roll Number: 45		Lab Assignment Number: 6	
Title of Lab Assignment: To perform the animation on an image and to apply various filters on an image.			
DOP: 10-09-2024		DOS: 11-10-2024	
CO Mapped: CO2, CO4	PO Mapped: PO2, PO3, PO5, PSO1, PSO2		Signature:

Practical No. 6

Aim: To perform the animation on an image and to apply various filters on an image.

- 1. Perform the following animation on the image:
 - a. Move.
 - b. Rotate.
 - c. Expand.
- 2. Apply the following effects on the image:
 - a. Brightness.
 - b. Darkness.
 - c. Grayscale.

Theory:

Steps to Add an Image to the Drawable Folder in Android Studio

- 1. Switch to Project View:
 - a. In Android Studio, look for the Project panel on the top-left.
 - b. Change the view from Android to Project.
- 2. Navigate to Drawable Folder:
 - a. In the Project View, expand the folder structure as follows:app > src > main > res > drawable
- 3. Open Drawable Folder in File Explorer:
 - a. Right-click on the drawable folder.
 - b. Select Open in **Explorer** (Windows) or Reveal in **Finder** (macOS).
- 4. Add the Image: Once the drawable folder opens in your file explorer, copy your flower.jpg image file into this folder.

Code:

MainActivity.java

package com.example.practical6;

import android.graphics.ColorMatrix;

import android.graphics.ColorMatrixColorFilter;

import android.os.Bundle;

import android.view.animation.ScaleAnimation;

import android.view.animation.TranslateAnimation;

import android.view.animation.RotateAnimation;

import android.view.View;

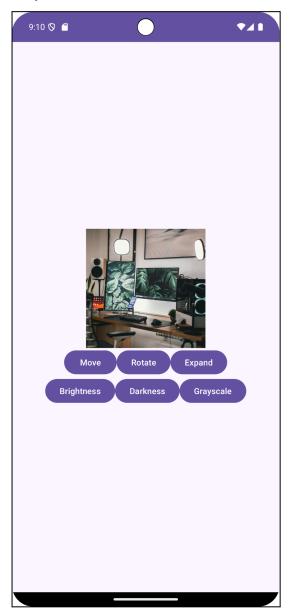
```
import android.widget.Button;
import android.widget.ImageView;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
  private ImageView imageView;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    imageView = findViewById(R.id.imageView);
    Button btnMove = findViewById(R.id.btnMove);
    Button btnRotate = findViewById(R.id.btnRotate);
    Button btnExpand = findViewByld(R.id.btnExpand);
    Button btnBrightness = findViewById(R.id.btnBrightness);
    Button btnDarkness = findViewByld(R.id.btnDarkness);
    Button btnGrayscale = findViewById(R.id.btnGrayscale);
    // Animation: Move
    btnMove.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         TranslateAnimation translate = new TranslateAnimation(0, 300, 0, 300);
         translate.setDuration(1000);
         translate.setFillAfter(true);
         imageView.startAnimation(translate);
       }
    });
    // Animation: Rotate
    btnRotate.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         RotateAnimation rotate = new RotateAnimation(0, 360,
              imageView.getWidth() / 2, imageView.getHeight() / 2);
         rotate.setDuration(1000);
```

```
rotate.setFillAfter(true);
     imageView.startAnimation(rotate);
  }
});
// Animation: Expand
btnExpand.setOnClickListener(new View.OnClickListener() {
  @Override
  public void onClick(View v) {
     ScaleAnimation scale = new ScaleAnimation(1f, 2f, 1f, 2f,
          imageView.getWidth() / 2, imageView.getHeight() / 2);
     scale.setDuration(1000);
     scale.setFillAfter(true);
     imageView.startAnimation(scale);
  }
});
// Filter: Brightness
btnBrightness.setOnClickListener(new View.OnClickListener() {
  @Override
  public void onClick(View v) {
     ColorMatrix matrix = new ColorMatrix();
     matrix.set(new float[]{
          1.5f, 0, 0, 0, 0,
          0, 1.5f, 0, 0, 0,
          0, 0, 1.5f, 0, 0,
          0, 0, 0, 1, 0
     });
     imageView.setColorFilter(new ColorMatrixColorFilter(matrix));
  }
});
// Filter: Darkness
btnDarkness.setOnClickListener(new View.OnClickListener() {
  @Override
  public void onClick(View v) {
```

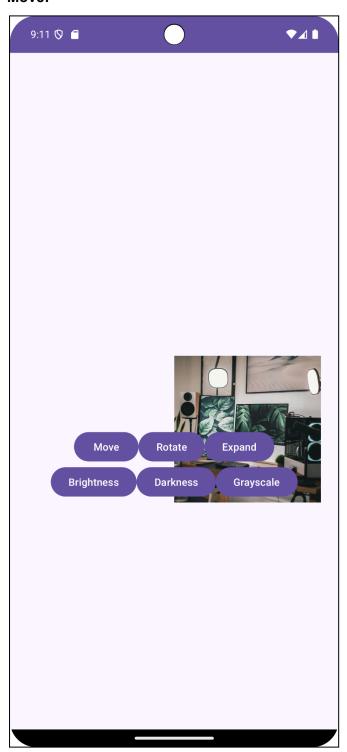
ColorMatrix matrix = new ColorMatrix(); matrix.set(new float[]{ 0.5f, 0, 0, 0, 0, 0, 0.5f, 0, 0, 0, 0, 0, 0.5f, 0, 0, 0, 0, 0, 1, 0 **})**; imageView.setColorFilter(new ColorMatrixColorFilter(matrix)); } **})**; // Filter: Grayscale btnGrayscale.setOnClickListener(new View.OnClickListener() { @Override public void onClick(View v) { ColorMatrix matrix = new ColorMatrix(); matrix.setSaturation(0); imageView.setColorFilter(new ColorMatrixColorFilter(matrix)); } **})**; } } main_activity.xml <?xml version="1.0" encoding="utf-8"?> <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android" android:layout_width="match_parent" android:layout_height="match_parent" android:orientation="vertical" android:gravity="center"> <ImageView android:id="@+id/imageView" android:layout_width="200dp" android:layout_height="200dp" android:src="@drawable/image"

```
android:scaleType="centerCrop"/>
<LinearLayout
  android:layout width="wrap content"
  android:layout_height="wrap_content"
  android:orientation="horizontal">
  <!-- Buttons for animations -->
  <Button
    android:id="@+id/btnMove"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="Move"/>
  <Button
    android:id="@+id/btnRotate"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Rotate"/>
  <Button
    android:id="@+id/btnExpand"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Expand"/>
</LinearLayout>
<LinearLayout
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:orientation="horizontal">
  <!-- Buttons for filters -->
  <Button
    android:id="@+id/btnBrightness"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Brightness"/>
  <Button
    android:id="@+id/btnDarkness"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
```

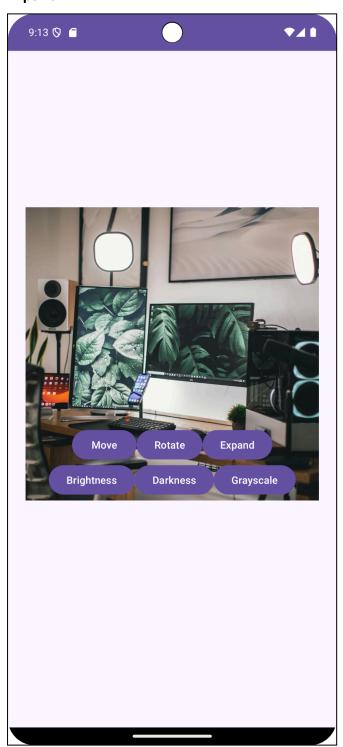
Output:



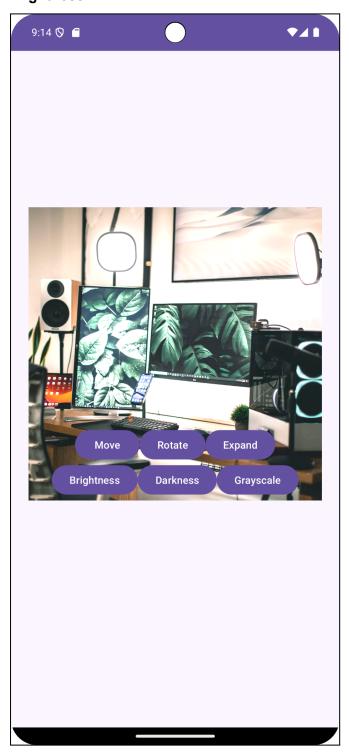
Move:



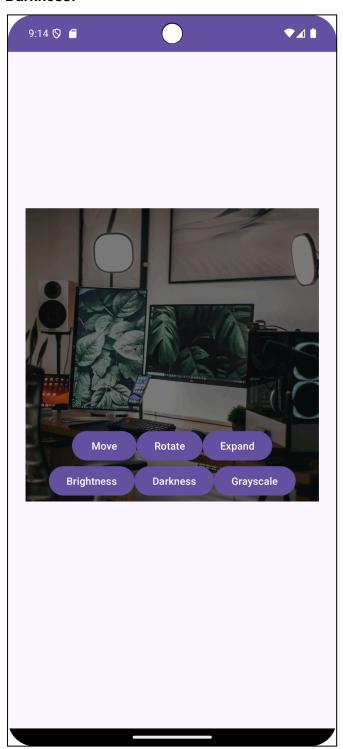
Expand:



Brightness:

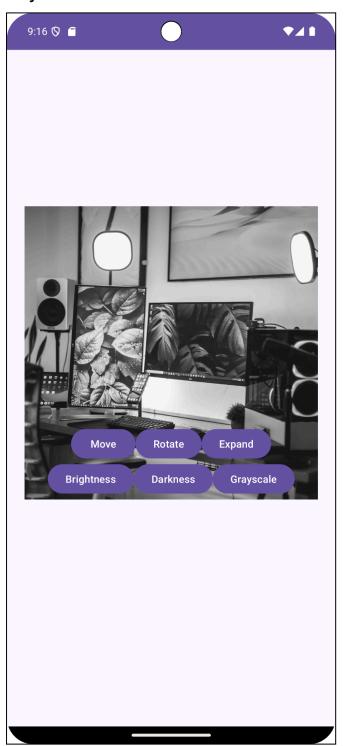


Darkness:



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GreyScale:



Conclusion:

Successfully demonstrated implementation of animation on the image and applying effects on the image.