

Basic animation

```
10 > UIView.animate(withDuration: 0.5) {  
11     //: Move to point B.  
12     square.frame = CGRect(x: 100, y: 100, width: 100, height: 100)  
13     //: Move to point B same as first animation, but using transform. Just like CSS, transform is the  
14     suggested way to animate since it will work regardless of initial position.  
15     square.transform = CGAffineTransform(translationX: 100, y: 100)  
16     //: Scale 2x.  
17     square.transform = CGAffineTransform(scaleX: 2, y: 2)  
18     //: Rotate 180 degrees.  
19     square.transform = CGAffineTransform(rotationAngle: 180)  
20     //: Combine 2 transforms  
21     let scale = CGAffineTransform(scaleX: 2, y: 2)  
22     let rotate = CGAffineTransform(rotationAngle: 180)  
23     square.transform = scale.concatenating(rotate)  
24 }  
25  
26  
27 }  
28
```