



Assignment - 05

myCOMPANION 43304

- * Aim → Design and develop GUI for a fan regulator
- * Problem Statement → Design and develop a GUI for fan regulator that uses the android platform.

* Theory →

A. GUI:

- ① A Graphical Computer Interface is a human computer interface that uses windows, icons and menus which can be manipulated by the user.
- ② In order to develop a GUI for fan regulator, we have to take the image of a fan and rotate it using 'Animation' class.

B. Animation:

- ① The process of creating motion / shape change.
- ② For creating an animation, we have to use the animation class.

C. Functions of Animation Class:

- ① start() - This method starts the animation
- ② setDuration() - Sets the duration of animation
- ③ getDuration() - Returns the duration that has been set.
- ④ end() - Ends the animation
- ⑤ cancel() - Cancels the animation

D. Steps to create the animation:

- ① Create a new Android Studio project.
- ② Modify MainActivity.java and write the code for animation.
- ③ Create a resource directory of type 'animation'.
- ④ Create an XML file within it, and write the specific code for animation inside this file.
- ⑤ For example, to rotate a fan →

```

<set> <rotate android:fromDegrees = "360"
        android:toDegrees = "0"
        android:pivotX = "50%"
        android:pivotY = "50%"
        android:duration = "500%"
        android:repeatCount = "infinite" />
    </set>
  
```




* Conclusion → Thus in this assignment, we've learnt about animation, and implemented a GUI based fan regulator in Android.