How to add Lottie animation in android app

To add lottie animation in android app
1) download image as a json file.
3) add lottie animation dependency.
2) create raw folder in res folder in android.
3) Add this code in xml layout.

```xml
<com.airbnb.lottie.LottieAnimationView
    android:id="@+id/animation_view"
    android:layout_width="0dp"
    android:layout_height="0dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:lottie_autoPlay="true"
    app:lottie_loop="true"
    app:lottie_rawRes="@raw/splashscreens" />
```

How to set animation image after moving from one activity orclick view.add this code in layout.xml and set visible="gone" after click button the visiblity is set to visible

```xml
<com.airbnb.lottie.LottieAnimationView
    android:id="@+id/imagesanimation"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_weight="1"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toStartOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:lottie_autoPlay="true"
    app:lottie_loop="true"
    android:visibility="gone"
    app:lottie_rawRes="@raw/splashscreens" />
```

In Backend

```java
text.setOnClickListener(v->{ //set animation visible
    animationView.setVisibility(View.VISIBLE);
    Intent intent = new Intent(this,SplashScreen.class);
    startActivity(intent);
});
```

Demo app

How to set image using Glide

```
image = findViewById(R.id.imageView);
Glide.with(this).load(R.drawable.splashimg).into(image);
```

How to create SplashScreen with IntroActivity

1) right click in package and create java class and setname as introActivity

```
SharedPreferences preferences =
this.getSharedPreferences("splash",MODE_PRIVATE);
SharedPreferences.Editor editor = preferences.edit();

Thread thread = new Thread(){
    @Override
    public void run() {
```

```
        try{
            sleep(4000);
             if (preferences.getBoolean("isMain", false)) {
                Intent intent = new
Intent(SplashScreen.this,MainActivity.class);
                startActivity(intent);
                finish();
            }else{
                editor.putBoolean("isMain",true);
                editor.apply();


TaskStackBuilder.create(SplashScreen.this).addNextIntentWithParentStack(
                        new Intent(SplashScreen.this,MainActivity.class))
                        .addNextIntent(new
Intent(SplashScreen.this,IntroActivity.class))
                        .startActivities();
            }
        }catch(Exception e){

        }
    }
};thread.start();
```

How to create OnBoding Screen

1) add dependency in build gradle

```
implementation 'io.github.dreierf:material-intro-screen:0.0.6
```

2)Inside Intro activity

```java
public class IntroActivity extends MaterialIntroActivity {
    @Override
    protected void onCreate(@Nullable Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        addSlide(new SlideFragmentBuilder()
                    .backgroundColor(R.color.colorPrimary)
                    .buttonsColor(R.color.colorAccent)
                    .image(R.drawable.splashimg)
                    .title("Welcome to our app")
                    .description("Hello Guyz I am krish kharal from
Bayatari i am a computer Engineer")
                    .build());


        addSlide(new SlideFragmentBuilder()
                    .backgroundColor(R.color.colorPrimary)
                    .buttonsColor(R.color.colorAccent)
                    .image(R.drawable.splashimg)
                    .title("title 3")
                    .description("Description 3")
                    .build());



        addSlide(new SlideFragmentBuilder()
                    .backgroundColor(R.color.colorPrimary)
                    .buttonsColor(R.color.colorAccent)
```

```
                    .image(R.drawable.splashimg)
                    .title("title 3")
                    .description("Description 3")
                    .build());
    }
}
```

onBoarding screen and Splashscreen app demo

Set Animation in Adapters

```
@Override
public void onBindViewHolder(@NonNull SharyViewHolder holder, int position) {
 final SharyModels models = list.get(position);
 holder.title.setText(models.getTitle());
 setAnimation(holder.itemView);
}

public void setAnimation(View v){
    Animation animation = AnimationUtils.loadAnimation(context,
android.R.anim.slide_out_right);
    v.setAnimation(animation);
}
```