

Animated Behavior



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Module Overview



Animations

Storyboard

Visual States

Built-in

Behaviors

Keyframe Animations

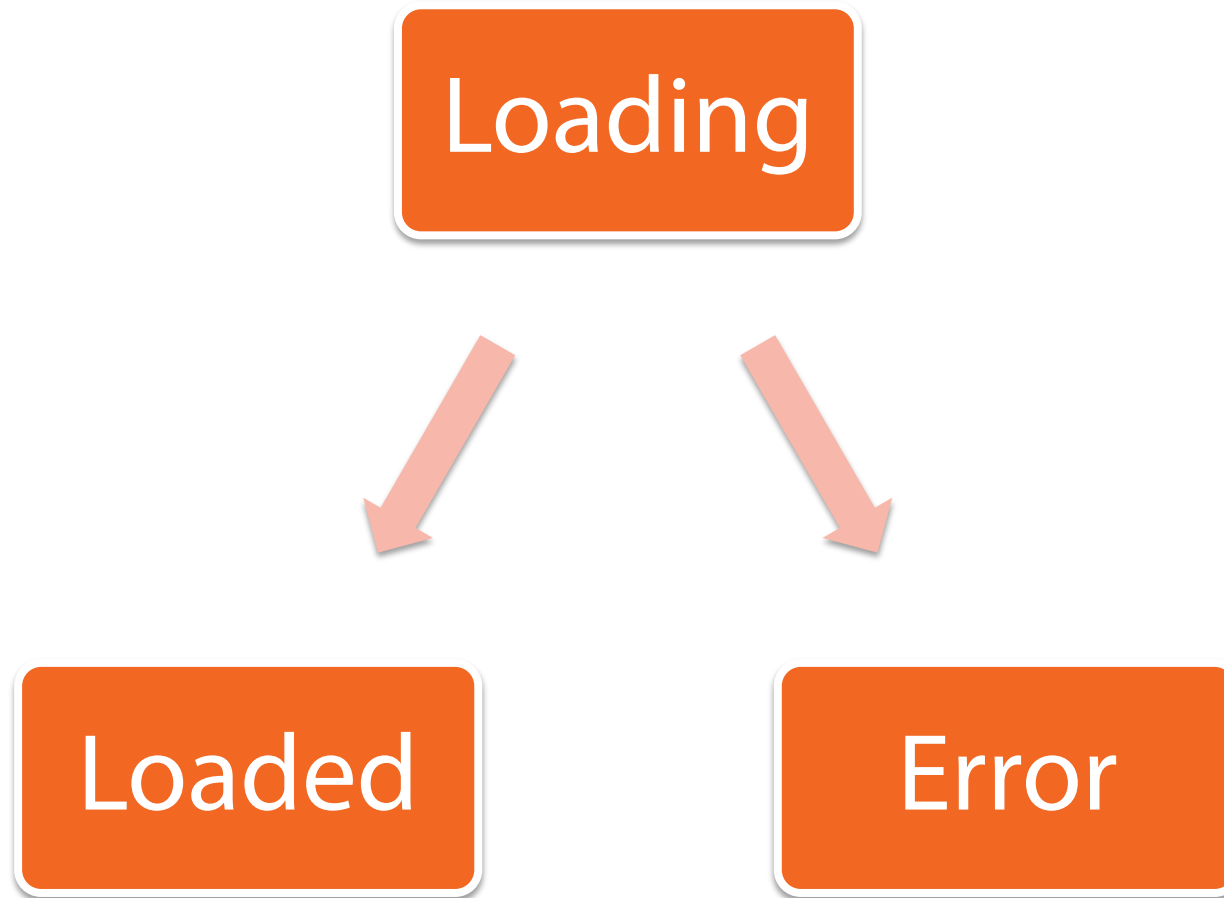


0, 0

200, 50

400, 100

Loading States



Summary



Animations = changing properties over time

Storyboards can contain multiple property animations on multiple elements

Behaviors = “Lego” pieces of UI code

Visual States = awesome