

## Lab 11: Animation

### 1. Create an animation

- a. Create a rectangle position (200,200,400,400).
- b. Translate: move the rectangle to your right hand side with speed = 10 and delay time = 50.
- c. **Scale** the width of rec with speed = 10.
- d. **Rotate** the rec with speed of angle = 10.

```
i. canvas.save()
    canvas.scale(a,b,c,d) a=scalex, b=scaley, c=pivotx, d=pivoty
    canvas.draw....
    canvas.restore()
```

**Handler h;**

```
public Week10_Fri(Context context) {
    super(context);
}
```

```
public Week10_Fri(Context context, @Nullable AttributeSet attrs) {
    super(context, attrs);
    h = new Handler();
}
```

```
Runnable r = new Runnable() {
    @Override
    public void run() {
        invalidate();
    }
};
```

```
int x = 0;
```

```
@Override
protected void onDraw(Canvas canvas) {
    super.onDraw(canvas);
```

```
    canvas.drawRect(200+x,200,400+x,400,paint);
    x+=10;
```

```
    h.postDelayed(r,50);
```

```
}
```