| *Class Notes:(Record key insights from readings and discussions.)* |
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| ***Flutter Animation***   * *It’s a very important concept in flutter. Nowadays no one app is left without animation because it increase the quality of app. Moving, Sliding, Blurring all are these the part of Animation.*   ***Two Categories:***  ***Tween Animation:***   * *It is a short form of in-betweening. It required a start and endpoint of Amination.* * *It means the animation begins with start value, then goes through a series of intermediate values and finally reached the end value.* * *Time Line and curve defines the time and speed of the transation.*   ***Example:***  *ColorTween {*  *begin: color.white,*  *end: color.black,*  *}*  ***Physical Based Animation:***   * *It makes an app* ***interactive. It supports real world animation like falling, swinging with gravity.***   ***Flutter provides two types of techniques for animation. These techniques are:***   1. ***Implicit Animation*** 2. ***Explicit Animation***   ***Animation hierarchy in Flutter:***    ***Three Pillars of Animation:***  ***Ticker:***   * *It’s a class which sends signal at a regular interval around 60 times per second. At each ticks it provides a callback method.* * *If the tickers started at different times, it always synchronized automatically.*   ***Animation:***   * *It also a class which is the building block of animations.* * *In Flutter, the widgets which perform an animation take an animation object as a parameter.*   *This Animation object gives the information from which they read the current value of the animation and to which they listen for changes to that value. The animation class contains two methods****addListener()****and****addStatusListener()****. When the value of animation changes, it notifies all the listeners added with addListener(). Again, when the status of the animation changes, it notifies all the listeners added with addStatusListener().*  ***Most Common Animation Classes are-:***   * *Animation<double>: It interpolates values between two decimal numbers over certain duration.* * *Animation<Color>: It interpolates colors between two color values.* * *Animation<Size>: It interpolates sizes between two size values.*   ***Animation Controller:***   * *It controls the Animation. It always generates new values when the application is ready for a new frame.*   ***Example:***   1. *animcontroller = AnimationController(vsync: this, duration: Duration(milliseconds: 1500));*   *Ref:* [*https://www.javatpoint.com/flutter-animation*](https://www.javatpoint.com/flutter-animation) |
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| *Study Hall:(Record key insights from study hall exercises.)* |
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| *Deliverable Status (Only Project-based deliverables)* | |
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| *Title of Project* | *Project: mPlacementTracker* |
| *What did you plan to accomplish* | *Plan to work on Sign in/ Sign up Page.* |
| *What did you actually accomplish* | *Watched some videos and read tutorials.* |
| *Size (in %age)* |  |
| *Effort (in hrs)* | *1 Hour in ENB* |
| *What do you intend to accomplish and why* | *Plan to read more about flutter.* |
| *Insight and Confusion (if any)* | *No Confusion till now.* |