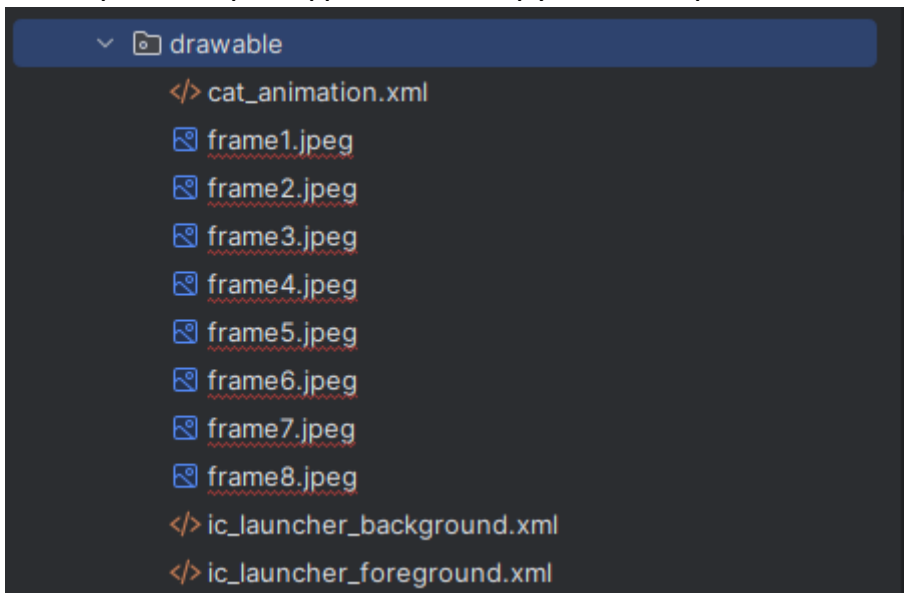


Практическая работа 13

1. Создаем Activity_Main с ImageView

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:id="@+id/main"
6     android:layout_width="match_parent"
7     android:layout_height="match_parent"
8     tools:context=".MainActivity">
9
10    <ImageView
11        android:id="@+id/ivAnim"
12        android:layout_width="match_parent"
13        android:layout_height="match_parent"
14    />
15
16 </androidx.constraintlayout.widget.ConstraintLayout>
```

2. Разбираем гиф на фреймы и загружаем в проект



3. Создаем анимацию картинки

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <animation-list xmlns:android="http://schemas.android.com/apk/res/android">
3     <item android:drawable="@drawable/frame1" android:duration="250" />
4     <item android:drawable="@drawable/frame2" android:duration="250" />
5     <item android:drawable="@drawable/frame3" android:duration="250" />
6     <item android:drawable="@drawable/frame4" android:duration="250" />
7     <item android:drawable="@drawable/frame5" android:duration="250" />
8     <item android:drawable="@drawable/frame6" android:duration="250" />
9     <item android:drawable="@drawable/frame7" android:duration="250" />
10    <item android:drawable="@drawable/frame8" android:duration="250" />
11 </animation-list>
12
```

4. Создаем анимацию объекта ImageView

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <set xmlns:android="http://schemas.android.com/apk/res/android"
3     android:shareInterpolator="@android:anim/linear_interpolator">
4     <scale android:fromXScale="1.0" android:toXScale="0.5"
5         android:fromYScale="1.0" android:toYScale="0.5"
6         android:pivotX="50%" android:pivotY="50%" android:duration="4500"
7         android:repeatCount="infinite" android:repeatMode="reverse" />
8 </set>
```

5. MainActivity

```
val img : ImageView = findViewById(R.id.ivAnim)
img.setBackgroundResource(R.drawable.cat_animation);
val frameAnimation = img.background as AnimationDrawable
frameAnimation.start()
val anim : Animation =
    AnimationUtils.loadAnimation(context: this, R.anim.animation)
img.startAnimation(anim)
```

6. Результат

