

Namespace AlohaKit.Animations

Classes

[AnimateColor](#)

The AnimateColor class defines a mechanism to smoothly animate the color property of a target visual element using progress-based interpolation.

[AnimateCornerRadius](#)

The AnimateCornerRadius class animates the corner radius property of a visual element, providing a smooth transition from an initial value to a target value.

[AnimateDouble](#)

The AnimateDouble class provides a mechanism to animate the transition of a double value on a specified visual element, using interpolation based on animation progress.

[AnimateInt](#)

The AnimateInt class provides functionality to animate the transition of an integer property on a visual element using interpolation based on animation progress.

[AnimateProgressColor](#)

Represents a behavior that animates the transition of a color property from one value to another based on the progress of an animation.

[AnimateProgressCornerRadius](#)

The AnimateProgressCornerRadius class interpolates the corner radius property of a visual element, transitioning from an initial value to a target value as the animation progresses.

[AnimateProgressDouble](#)

The AnimateProgressDouble class interpolates a double property of a visual element, transitioning from an initial value to a target value as the animation progresses. It allows scaling of the value using a multiplier.

[AnimateProgressThickness](#)

The AnimateProgressThickness class interpolates the thickness property of a visual element, transitioning from an initial value to a target value as the animation progresses.

[AnimateThickness](#)

The AnimateThickness class provides functionality to animate the transition of a thickness property on a visual element, using interpolation based on animation progress.

[AnimationBase](#)

The AnimationBase class serves as an abstract base for animations, offering configurable properties such as duration, delay, easing, and repeat behavior.

[AnimationBaseTrigger<T>](#)

The AnimationBaseTrigger class provides the foundation for creating custom animation triggers by defining common properties, methods, and behavior for animations.

[AnimationExtensions](#)

Contains extension methods to simplify applying animations to visual elements.

[AnimationProgressBaseBehavior](#)

The AnimationProgressBaseBehavior class provides the foundation for creating behaviors that animate properties of a visual element based on the progress of an animation.

[BeginAnimation](#)

The BeginAnimation class defines a trigger action for starting an animation on a target visual element when the trigger is activated.

[BeginAnimationBehavior](#)

The BeginAnimationBehavior class provides functionality to automatically trigger an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and starts after a short delay.

[BounceInAnimation](#)

The BounceInAnimation is a custom animation designed to create a "bounce-in" effect, typically used in UI transitions where an element enters the screen with an animated bounce.

[BounceOutAnimation](#)

[ColorAnimation](#)

The ColorAnimation is designed to animate a transition between colors within a user interface.

[ColorExtensions](#)

The ColorExtensions class contains methods to animate color changes and manage color animations for visual elements.

[EndAnimation](#)

The EndAnimation class defines a trigger action for stopping an animation applied to a visual element when the trigger is activated.

[EndAnimationBehavior](#)

The EndAnimationBehavior class provides functionality to automatically stop an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and invokes the End method on the animation.

[EntranceTransition](#)

The `EntranceTransition` class animates visual elements with an entrance effect that includes translation and opacity adjustments. It handles animations for the target element and its child elements.

[FadeInAnimation](#)

Represents an animation that fades in a visual element while translating it along the Y-axis.

[FadeOutAnimation](#)

Represents an animation that fades out a visual element while translating it along the Y-axis.

[FadeToAnimation](#)

The `FadeToAnimation` class adjusts the opacity of a target element over a specified duration.

[FlipAnimation](#)

An animation that allows an element to rotate around the Y-axis while transitioning its opacity.

[HeartAnimation](#)

Represents an animation that performs a "heartbeat" effect by scaling the target element in a pulsating manner.

[JumpAnimation](#)

Represents an animation that creates a "jump" effect by translating the target element along the Y-axis.

[RelRotateToAnimation](#)

Represents an animation that rotates the target element by a relative angle.

[RelScaleToAnimation](#)

Represents an animation that scales the target element relative to its current size.

[RotateToAnimation](#)

The `RotateToAnimation` class animates the rotation of a target element to a specified angle.

[RotateXToAnimation](#)

Represents an animation that rotates the target element around the X-axis to a specified angle.

[RotateYToAnimation](#)

Represents an animation that rotates the target element around the Y-axis to a specified angle.

[ScaleToAnimation](#)

Represents an animation that scales the target element to a specified size.

[ScrollViewScrollBehavior](#)

The `ScrollViewScrollBehavior` class provides bindable properties to observe the horizontal and vertical scroll positions of a [ScrollView](#) and calculates relative and percentage-based scroll values.

[ShakeAnimation](#)

Represents an animation that simulates a "shake" effect by moving the target element back and forth along the X-axis.

[StoryBoard](#)

Represents a storyboard that orchestrates a sequence of animations on a target element.

[TaskExtensions](#)

[TranslateToAnimation](#)

Represents an animation that translates (moves) the target element to a specified position.

[TurnstileInAnimation](#)

Represents an animation that performs a "turnstile-in" effect by rotating and translating the target element as it enters.

[TurnstileOutAnimation](#)

Enums

[EasingType](#)

The EasingType enum provides a set of predefined easing functions used in animations. Each easing type determines the progression and behavior of an animation over time, allowing you to create smooth and visually appealing transitions.

[FadeInAnimation.FadeDirection](#)

Defines the direction of the fade-in animation (Up or Down).

[FadeOutAnimation.FadeDirection](#)

Defines the direction of the fade-out animation (Up or Down).

[FlipAnimation.FlipDirection](#)

Specifies the direction for a flip animation or effect.

Class AnimateColor

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateColor class defines a mechanism to smoothly animate the color property of a target visual element using progress-based interpolation.

```
public class AnimateColor : AnimationBaseTrigger<Color>
```

Inheritance

```
object ↩ ← TriggerAction ↩ ← TriggerAction ↩ <VisualElement ↩ > ← AnimationBaseTrigger <Color ↩ > ← AnimateColor
```

Inherited Members

```
AnimationBaseTrigger<Color>.From , AnimationBaseTrigger<Color>.To ,  
AnimationBaseTrigger<Color>.Duration , AnimationBaseTrigger<Color>.Delay ,  
AnimationBaseTrigger<Color>.Easing , AnimationBaseTrigger<Color>.TargetProperty ,  
AnimationBaseTrigger<Color>.SetDefaultFrom(Color) , TriggerAction<VisualElement>.Invoke(object) ↩ ,  
TriggerAction.AssociatedType ↩ , object.Equals(object) ↩ , object.Equals(object, object) ↩ ,  
object.GetHashCode() ↩ , object.GetType() ↩ , object.MemberwiseClone() ↩ ,  
object.ReferenceEquals(object, object) ↩ , object.ToString() ↩
```

Methods

Invoke(VisualElement)

Invokes the color animation on the target visual element. Uses interpolation to transition the specified property from the starting value (From) to the target value (To).

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#) ↩

The visual element on which the animation is applied.

Exceptions

[NullReferenceException](#)

Thrown if the TargetProperty is null.

Class AnimateCornerRadius

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateCornerRadius class animates the corner radius property of a visual element, providing a smooth transition from an initial value to a target value.

```
public class AnimateCornerRadius : AnimationBaseTrigger<CornerRadius>
```

Inheritance

```
object ↪ ← TriggerAction ↪ ← TriggerAction <VisualElement> <→ AnimationBaseTrigger <CornerRadius> ← AnimateCornerRadius
```

Inherited Members

```
AnimationBaseTrigger<CornerRadius>.From , AnimationBaseTrigger<CornerRadius>.To ,  
AnimationBaseTrigger<CornerRadius>.Duration , AnimationBaseTrigger<CornerRadius>.Delay ,  
AnimationBaseTrigger<CornerRadius>.Easing , AnimationBaseTrigger<CornerRadius>.TargetProperty ,  
AnimationBaseTrigger<CornerRadius>.SetDefaultFrom(CornerRadius) ,  
TriggerAction<VisualElement>.Invoke(object) , TriggerAction.AssociatedType ,  
object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() ,  
object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()
```

Methods

Invoke(VisualElement)

Invokes the corner radius animation on the specified visual element. Uses progress-based interpolation to transition the corner radius property from the starting value (From) to the target value (To).

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is applied.

Exceptions

[NullReferenceException](#)

Thrown if the TargetProperty is null.

Class AnimateDouble

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateDouble class provides a mechanism to animate the transition of a double value on a specified visual element, using interpolation based on animation progress.

```
public class AnimateDouble : AnimationBaseTrigger<double>
```

Inheritance

[object](#) ← [TriggerAction](#) ← [TriggerAction](#) <[VisualElement](#)> ← [AnimationBaseTrigger](#)<[double](#)> ← [AnimateDouble](#)

Inherited Members

[AnimationBaseTrigger](#)<[double](#)>.From , [AnimationBaseTrigger](#)<[double](#)>.To ,
[AnimationBaseTrigger](#)<[double](#)>.Duration , [AnimationBaseTrigger](#)<[double](#)>.Delay ,
[AnimationBaseTrigger](#)<[double](#)>.Easing , [AnimationBaseTrigger](#)<[double](#)>.TargetProperty ,
[AnimationBaseTrigger](#)<[double](#)>.SetDefaultFrom([double](#)) ,
[TriggerAction](#)<[VisualElement](#)>.Invoke([object](#)) , [TriggerAction](#).AssociatedType ,
[object](#).Equals([object](#)) , [object](#).Equals([object](#), [object](#)) , [object](#).GetHashCode() , [object](#).GetType() ,
[object](#).MemberwiseClone() , [object](#).ReferenceEquals([object](#), [object](#)) , [object](#).ToString()

Methods

Invoke([VisualElement](#))

Invokes the double property animation on the target visual element. Progress-based interpolation is applied to transition the property from the initial value (From) to the target value (To).

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is applied.

Exceptions

[NullReferenceException](#)

Thrown if the TargetProperty is null.

Class AnimateInt

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateInt class provides functionality to animate the transition of an integer property on a visual element using interpolation based on animation progress.

```
public class AnimateInt : AnimationBaseTrigger<int>
```

Inheritance

[object](#) ← [TriggerAction](#) ← [TriggerAction](#) <[VisualElement](#)> ← [AnimationBaseTrigger](#)<int> ← AnimateInt

Inherited Members

[AnimationBaseTrigger](#)<int>.From , [AnimationBaseTrigger](#)<int>.To ,
[AnimationBaseTrigger](#)<int>.Duration , [AnimationBaseTrigger](#)<int>.Delay ,
[AnimationBaseTrigger](#)<int>.Easing , [AnimationBaseTrigger](#)<int>.TargetProperty ,
[AnimationBaseTrigger](#)<int>.SetDefaultFrom(int) , [TriggerAction](#)<[VisualElement](#)>.Invoke([object](#)) ,
[TriggerAction](#).AssociatedType , [object.Equals](#)([object](#)) , [object.Equals](#)([object](#), [object](#)) ,
[object.GetHashCode](#)() , [object.GetType](#)() , [object.MemberwiseClone](#)() ,
[object.ReferenceEquals](#)([object](#), [object](#)) , [object.ToString](#)()

Methods

Invoke(VisualElement)

Invokes the integer property animation on the specified visual element. Applies progress-based interpolation to transition the property from the initial value (From) to the target value (To).

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is applied.

Exceptions

[NullReferenceException](#)

Thrown if the TargetProperty is null.

Class AnimateProgressColor

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents a behavior that animates the transition of a color property from one value to another based on the progress of an animation.

```
public class AnimateProgressColor : AnimationProgressBaseBehavior, INotifyPropertyChanged
```

Inheritance

```
object ↪ ← BindableObject ↪ ← Behavior ↪ ← Behavior<VisualElement> > ←  
AnimationProgressBaseBehavior ← AnimateProgressColor
```

Implements

[INotifyPropertyChanged](#) ↪

Inherited Members

```
AnimationProgressBaseBehavior.ProgressProperty , AnimationProgressBaseBehavior.Progress ,  
AnimationProgressBaseBehavior.MinimumProperty , AnimationProgressBaseBehavior.Minimum ,  
AnimationProgressBaseBehavior.MaximumProperty , AnimationProgressBaseBehavior.Maximum ,  
AnimationProgressBaseBehavior.EasingProperty , AnimationProgressBaseBehavior.Easing ,  
AnimationProgressBaseBehavior.TargetPropertyProperty ,  
AnimationProgressBaseBehavior.TargetProperty , AnimationProgressBaseBehavior.Target ,  
AnimationProgressBaseBehavior.OnAttachedTo(VisualElement) ,  
AnimationProgressBaseBehavior.OnChanged(BindableObject, object, object) ,  
AnimationProgressBaseBehavior.OnDetachingFrom(VisualElement) ,  
AnimationProgressBaseBehavior.Update() , Behavior<VisualElement>.OnAttachedTo(BindableObject) ↪ ,  
Behavior<VisualElement>.OnDetachingFrom(BindableObject) ↪ , Behavior.AssociatedType ↪ ,  
BindableObject.BindingContextProperty ↪ , BindableObject.ClearValue(BindableProperty) ↪ ,  
BindableObject.ClearValue(BindablePropertyKey) ↪ , BindableObject.GetValue(BindableProperty) ↪ ,  
BindableObject.IsSet(BindableProperty) ↪ , BindableObject.RemoveBinding(BindableProperty) ↪ ,  
BindableObject.SetBinding(BindableProperty, BindingBase) ↪ , BindableObject.ApplyBindings() ↪ ,  
BindableObject.OnBindingContextChanged() ↪ , BindableObject.OnPropertyChanged(string) ↪ ,  
BindableObject.OnPropertyChanging(string) ↪ , BindableObject.UnapplyBindings() ↪ ,  
BindableObject.SetValue(BindableProperty, object) ↪ ,  
BindableObject.SetValue(BindablePropertyKey, object) ↪ ,  
BindableObject.CoerceValue(BindableProperty) ↪ , BindableObject.CoerceValue(BindablePropertyKey) ↪ ,  
BindableObject.Dispatcher ↪ , BindableObject.BindingContext ↪ , BindableObject.PropertyChanged ↪ ,
```

[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

FromProperty

Bindable property for specifying the starting color of the animation.

```
public static readonly BindableProperty FromProperty
```

Field Value

[BindableProperty](#)

ToProperty

Bindable property for specifying the ending color of the animation.

```
public static readonly BindableProperty ToProperty
```

Field Value

[BindableProperty](#)

Properties

From

Gets or sets the starting color of the animation.

```
public Color From { get; set; }
```

Property Value

[Color](#)

To

Gets or sets the ending color of the animation.

```
public Color To { get; set; }
```

Property Value

[Color](#)

Methods

OnUpdate()

Performs the animation update logic. This method must be implemented by derived classes.

```
protected override void OnUpdate()
```

Class AnimateProgressCornerRadius

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateProgressCornerRadius class interpolates the corner radius property of a visual element, transitioning from an initial value to a target value as the animation progresses.

```
public class AnimateProgressCornerRadius : AnimationProgressBaseBehavior,  
INotifyPropertyChanged
```

Inheritance

```
object ↗ ← BindableObject ↗ ← Behavior ↗ ← Behavior<VisualElement> ↗ ←  
AnimationProgressBaseBehavior ← AnimateProgressCornerRadius
```

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationProgressBaseBehavior.ProgressProperty](#) , [AnimationProgressBaseBehavior.Progress](#) ,
[AnimationProgressBaseBehavior.MinimumProperty](#) , [AnimationProgressBaseBehavior.Minimum](#) ,
[AnimationProgressBaseBehavior.MaximumProperty](#) , [AnimationProgressBaseBehavior.Maximum](#) ,
[AnimationProgressBaseBehavior.EasingProperty](#) , [AnimationProgressBaseBehavior.Easing](#) ,
[AnimationProgressBaseBehavior.TargetPropertyProperty](#) ,
[AnimationProgressBaseBehavior.TargetProperty](#) , [AnimationProgressBaseBehavior.Target](#) ,
[AnimationProgressBaseBehavior.OnAttachedTo\(VisualElement\)](#) ,
[AnimationProgressBaseBehavior.OnChanged\(BindableObject, object, object\)](#) ,
[AnimationProgressBaseBehavior.OnDetachingFrom\(VisualElement\)](#) ,
[AnimationProgressBaseBehavior.Update\(\)](#) , [Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ↗ ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) ↗ , [Behavior.AssociatedType](#) ↗ ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,

[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

FromProperty

Bindable property for specifying the starting corner radius of the animation.

```
public static readonly BindableProperty FromProperty
```

Field Value

[BindableProperty](#)

ToProperty

Bindable property for specifying the target corner radius of the animation.

```
public static readonly BindableProperty ToProperty
```

Field Value

[BindableProperty](#)

Properties

From

Gets or sets the starting corner radius of the animation.

```
public CornerRadius From { get; set; }
```

Property Value

[CornerRadius](#)

To

Gets or sets the target corner radius of the animation.

```
public CornerRadius To { get; set; }
```

Property Value

[CornerRadius](#)

Methods

OnUpdate()

Updates the target corner radius property value based on the current progress of the animation.
Calculates intermediate values using linear interpolation for each corner.

```
protected override void OnUpdate()
```

Class AnimateProgressDouble

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateProgressDouble class interpolates a double property of a visual element, transitioning from an initial value to a target value as the animation progresses. It allows scaling of the value using a multiplier.

```
public class AnimateProgressDouble : AnimationProgressBaseBehavior, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ←
[AnimationProgressBaseBehavior](#) ← AnimateProgressDouble

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationProgressBaseBehavior.ProgressProperty](#), [AnimationProgressBaseBehavior.Progress](#),
[AnimationProgressBaseBehavior.MinimumProperty](#), [AnimationProgressBaseBehavior.Minimum](#),
[AnimationProgressBaseBehavior.MaximumProperty](#), [AnimationProgressBaseBehavior.Maximum](#),
[AnimationProgressBaseBehavior.EasingProperty](#), [AnimationProgressBaseBehavior.Easing](#),
[AnimationProgressBaseBehavior.TargetPropertyProperty](#),
[AnimationProgressBaseBehavior.TargetProperty](#), [AnimationProgressBaseBehavior.Target](#),
[AnimationProgressBaseBehavior.OnAttachedTo\(VisualElement\)](#),
[AnimationProgressBaseBehavior.OnChanged\(BindableObject, object, object\)](#),
[AnimationProgressBaseBehavior.OnDetachingFrom\(VisualElement\)](#),
[AnimationProgressBaseBehavior.Update\(\)](#), [Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,

[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

FromProperty

Bindable property for specifying the starting value of the animation.

```
public static readonly BindableProperty FromProperty
```

Field Value

[BindableProperty](#)

MultiplyValueProperty

Bindable property for specifying a multiplier to scale the interpolated value.

```
public static readonly BindableProperty MultiplyValueProperty
```

Field Value

[BindableProperty](#)

ToProperty

Bindable property for specifying the target value of the animation.

```
public static readonly BindableProperty ToProperty
```

Field Value

[BindableProperty](#)

Properties

From

Gets or sets the starting value of the animation.

```
public double From { get; set; }
```

Property Value

[double](#)

MultiplyValue

Gets or sets a multiplier value used to scale the interpolated result.

```
public double MultiplyValue { get; set; }
```

Property Value

[double](#)

To

Gets or sets the target value of the animation.

```
public double To { get; set; }
```

Property Value

[double](#)

Methods

OnUpdate()

Updates the target double property based on the current progress of the animation. Performs interpolation and applies the multiplier to calculate the value.

```
protected override void OnUpdate()
```

Class AnimateProgressThickness

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateProgressThickness class interpolates the thickness property of a visual element, transitioning from an initial value to a target value as the animation progresses.

```
public class AnimateProgressThickness : AnimationProgressBaseBehavior,  
INotifyPropertyChanged
```

Inheritance

```
object ↗ ← BindableObject ↗ ← Behavior ↗ ← Behavior<VisualElement> ↗ ←  
AnimationProgressBaseBehavior ← AnimateProgressThickness
```

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationProgressBaseBehavior.ProgressProperty](#) , [AnimationProgressBaseBehavior.Progress](#) ,
[AnimationProgressBaseBehavior.MinimumProperty](#) , [AnimationProgressBaseBehavior.Minimum](#) ,
[AnimationProgressBaseBehavior.MaximumProperty](#) , [AnimationProgressBaseBehavior.Maximum](#) ,
[AnimationProgressBaseBehavior.EasingProperty](#) , [AnimationProgressBaseBehavior.Easing](#) ,
[AnimationProgressBaseBehavior.TargetPropertyProperty](#) ,
[AnimationProgressBaseBehavior.TargetProperty](#) , [AnimationProgressBaseBehavior.Target](#) ,
[AnimationProgressBaseBehavior.OnAttachedTo\(VisualElement\)](#) ,
[AnimationProgressBaseBehavior.OnChanged\(BindableObject, object, object\)](#) ,
[AnimationProgressBaseBehavior.OnDetachingFrom\(VisualElement\)](#) ,
[AnimationProgressBaseBehavior.Update\(\)](#) , [Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ↗ ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) ↗ , [Behavior.AssociatedType](#) ↗ ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,

[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

FromProperty

Bindable property for specifying the starting thickness value of the animation.

```
public static readonly BindableProperty FromProperty
```

Field Value

[BindableProperty](#)

ToProperty

Bindable property for specifying the target thickness value of the animation.

```
public static readonly BindableProperty ToProperty
```

Field Value

[BindableProperty](#)

Properties

From

Gets or sets the starting thickness value of the animation.

```
public Thickness From { get; set; }
```

Property Value

[Thickness](#)

To

Gets or sets the target thickness value of the animation.

```
public Thickness To { get; set; }
```

Property Value

[Thickness](#)

Methods

OnUpdate()

Updates the target thickness property value based on the current progress of the animation. Calculates intermediate values using linear interpolation for each thickness dimension.

```
protected override void OnUpdate()
```

Class AnimateThickness

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimateThickness class provides functionality to animate the transition of a thickness property on a visual element, using interpolation based on animation progress.

```
public class AnimateThickness : AnimationBaseTrigger<Thickness>
```

Inheritance

```
object ↪ ← TriggerAction ↪ ← TriggerAction <VisualElement ↪ > ←  
AnimationBaseTrigger <Thickness ↪ > ← AnimateThickness
```

Inherited Members

```
AnimationBaseTrigger <Thickness>.From , AnimationBaseTrigger <Thickness>.To ,  
AnimationBaseTrigger <Thickness>.Duration , AnimationBaseTrigger <Thickness>.Delay ,  
AnimationBaseTrigger <Thickness>.Easing , AnimationBaseTrigger <Thickness>.TargetProperty ,  
AnimationBaseTrigger <Thickness>.SetDefaultFrom(Thickness) ,  
TriggerAction <VisualElement>.Invoke(object) ↪ , TriggerAction.AssociatedType ↪ ,  
object.Equals(object) ↪ , object.Equals(object, object) ↪ , object.GetHashCode() ↪ , object.GetType() ↪ ,  
object.MemberwiseClone() ↪ , object.ReferenceEquals(object, object) ↪ , object.ToString() ↪
```

Methods

Invoke(VisualElement)

Invokes the thickness animation on the specified visual element. Uses progress-based interpolation to transition the thickness property from the initial value (From) to the target value (To).

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#) ↪

The visual element on which the animation is applied.

Exceptions

[NullReferenceException](#)

Thrown if the TargetProperty is null.

Class AnimationBase

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimationBase class serves as an abstract base for animations, offering configurable properties such as duration, delay, easing, and repeat behavior.

```
public abstract class AnimationBase : BindableObject, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← AnimationBase

Implements

[INotifyPropertyChanged](#)

Derived

[BounceInAnimation](#), [BounceOutAnimation](#), [ColorAnimation](#), [FadeInAnimation](#), [FadeOutAnimation](#),
[FadeToAnimation](#), [FlipAnimation](#), [HeartAnimation](#), [JumpAnimation](#), [RelRotateToAnimation](#),
[RelScaleToAnimation](#), [RotateToAnimation](#), [RotateXToAnimation](#), [RotateYToAnimation](#), [ScaleToAnimation](#),
[ShakeAnimation](#), [StoryBoard](#), [TranslateToAnimation](#), [TurnstileInAnimation](#), [TurnstileOutAnimation](#)

Inherited Members

[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

DelayProperty

Bindable property for specifying a delay before the animation begins, in milliseconds.

```
public static readonly BindableProperty DelayProperty
```

Field Value

[BindableProperty](#) ↗

DurationProperty

Bindable property for specifying the duration of the animation in milliseconds.

```
public static readonly BindableProperty DurationProperty
```

Field Value

[BindableProperty](#) ↗

EasingProperty

Bindable property for specifying the easing type of the animation.

```
public static readonly BindableProperty EasingProperty
```

Field Value

[BindableProperty](#) ↗

RepeatForeverProperty

Bindable property for specifying whether the animation should repeat indefinitely.

```
public static readonly BindableProperty RepeatForeverProperty
```

Field Value

[BindableProperty](#)

TargetProperty

Bindable property for specifying the target visual element of the animation.

```
public static readonly BindableProperty TargetProperty
```

Field Value

[BindableProperty](#)

Properties

Delay

Gets or sets the delay before the animation begins, in milliseconds.

```
public int Delay { get; set; }
```

Property Value

[int](#)

Duration

Gets or sets the duration of the animation, represented as a string in milliseconds.

```
public string Duration { get; set; }
```

Property Value

[string](#)

Easing

Gets or sets the easing type of the animation.

```
public EasingType Easing { get; set; }
```

Property Value

[EasingType](#)

RepeatForever

Gets or sets a value indicating whether the animation should repeat indefinitely.

```
public bool RepeatForever { get; set; }
```

Property Value

[bool](#)

Target

Gets or sets the target visual element for the animation.

```
public VisualElement Target { get; set; }
```

Property Value

[VisualElement](#)

Methods

Begin()

```
public Task Begin()
```

Returns

[Task](#) ↗

BeginAnimation()

```
protected abstract Task BeginAnimation()
```

Returns

[Task](#) ↗

End()

```
public void End()
```

Class AnimationBaseTrigger<T>

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimationBaseTrigger class provides the foundation for creating custom animation triggers by defining common properties, methods, and behavior for animations.

```
public abstract class AnimationBaseTrigger<T> : TriggerAction<VisualElement>
```

Type Parameters

T

The type of the property to be animated.

Inheritance

[object](#) ← [TriggerAction](#) ← [TriggerAction<VisualElement>](#) ← AnimationBaseTrigger<T>

Derived

[AnimateColor](#), [AnimateCornerRadius](#), [AnimateDouble](#), [AnimateInt](#), [AnimateThickness](#)

Inherited Members

[TriggerAction<VisualElement>.Invoke\(object\)](#) , [TriggerAction.AssociatedType](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Delay

Gets or sets the delay before the animation begins, in milliseconds.

```
public int Delay { get; set; }
```

Property Value

[int](#)

Duration

Gets or sets the duration of the animation in milliseconds.

```
public uint Duration { get; set; }
```

Property Value

[uint](#)

Easing

Gets or sets the easing function to apply to the animation.

```
public EasingType Easing { get; set; }
```

Property Value

[EasingType](#)

From

Gets or sets the starting value of the animation.

```
public T From { get; set; }
```

Property Value

T

TargetProperty

Gets or sets the bindable property that will be animated.

```
public BindableProperty TargetProperty { get; set; }
```

Property Value

[BindableProperty](#)

To

Gets or sets the target value of the animation.

```
public T To { get; set; }
```

Property Value

T

Methods

Invoke(VisualElement)

Invokes the animation on the specified visual element. This method must be implemented in derived classes.

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is applied.

Exceptions

[NotImplementedException](#)

Thrown to indicate that the method must be implemented in derived classes.

SetDefaultFrom(T)

Sets the default "From" value for the animation if it has not been explicitly specified.

```
protected void SetDefaultFrom(T property)
```

Parameters

property T

The current property value to use as the default "From" value.

Class AnimationExtensions

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Contains extension methods to simplify applying animations to visual elements.

```
public static class AnimationExtensions
```

Inheritance

[object](#) ← AnimationExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Animate(VisualElement, AnimationBase)

Animates the specified [VisualElement](#) using the provided [AnimationBase](#) object.

```
public static Task<bool> Animate(this VisualElement visualElement, AnimationBase animation)
```

Parameters

visualElement [VisualElement](#)

The target visual element to be animated.

animation [AnimationBase](#)

The animation to apply to the visual element.

Returns

[Task](#)<[bool](#)>

A Task representing the asynchronous operation. Returns `true` if the animation completes successfully; `false` otherwise.

Class AnimationProgressBaseBehavior

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The AnimationProgressBaseBehavior class provides the foundation for creating behaviors that animate properties of a visual element based on the progress of an animation.

```
public abstract class AnimationProgressBaseBehavior : Behavior<VisualElement>,  
INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ←
AnimationProgressBaseBehavior

Implements

[INotifyPropertyChanged](#)

Derived

[AnimateProgressColor](#), [AnimateProgressCornerRadius](#), [AnimateProgressDouble](#),
[AnimateProgressThickness](#), [AnimateProgressInt](#)

Inherited Members

[Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

EasingProperty

Bindable property for the easing function of the animation.

```
public static readonly BindableProperty EasingProperty
```

Field Value

[BindableProperty](#) ↗

MaximumProperty

Bindable property for the maximum progress value of the animation.

```
public static readonly BindableProperty MaximumProperty
```

Field Value

[BindableProperty](#) ↗

MinimumProperty

Bindable property for the minimum progress value of the animation.

```
public static readonly BindableProperty MinimumProperty
```

Field Value

[BindableProperty](#) ↗

ProgressProperty

Bindable property for the current progress of the animation.

```
public static readonly BindableProperty ProgressProperty
```

Field Value

[BindableProperty](#)

TargetPropertyProperty

Bindable property for the target property that will be animated.

```
public static readonly BindableProperty TargetPropertyProperty
```

Field Value

[BindableProperty](#)

Properties

Easing

Gets or sets the easing function applied to the animation.

```
public EasingType Easing { get; set; }
```

Property Value

[EasingType](#)

Maximum

Gets or sets the maximum progress value of the animation.

```
public double Maximum { get; set; }
```

Property Value

[double](#)

Minimum

Gets or sets the minimum progress value of the animation.

```
public double Minimum { get; set; }
```

Property Value

[double](#)

Progress

Gets or sets the current progress of the animation, where the value is a nullable double.

```
public double? Progress { get; set; }
```

Property Value

[double](#)?

Target

Gets the target visual element to which the behavior is attached.

```
public VisualElement Target { get; }
```

Property Value

[VisualElement](#)

TargetProperty

Gets or sets the bindable property that will be animated.

```
public BindableProperty TargetProperty { get; set; }
```

Property Value

[BindableProperty](#)

Methods

OnAttachedTo(VisualElement)

Called when the behavior is attached to a visual element.

```
protected override void OnAttachedTo(VisualElement bindable)
```

Parameters

[bindable](#) [VisualElement](#)

The visual element to which the behavior is attached.

OnChanged(BindableObject, object, object)

Called when the value of the [Progress](#) property changes.

```
protected static void OnChanged(BindableObject bindable, object oldValue, object newValue)
```

Parameters

[bindable](#) [BindableObject](#)

The bindable object where the property changed.

[oldValue](#) [object](#)

The old value of the property.

[newValue](#) [object](#)

The new value of the property.

OnDetachingFrom(VisualElement)

Called when the behavior is detached from a visual element.

```
protected override void OnDetachingFrom(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element from which the behavior is detached.

OnUpdate()

Performs the animation update logic. This method must be implemented by derived classes.

```
protected abstract void OnUpdate()
```

Update()

Updates the animation based on the current progress and target properties.

```
protected void Update()
```

Class BeginAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The BeginAnimation class defines a trigger action for starting an animation on a target visual element when the trigger is activated.

```
[ContentProperty("Animation")]
public class BeginAnimation : TriggerAction<VisualElement>
```

Inheritance

[object](#) ← [TriggerAction](#) ← [TriggerAction](#)<[VisualElement](#)> ← BeginAnimation

Inherited Members

[TriggerAction](#)<[VisualElement](#)>.Invoke([object](#)) , [TriggerAction.AssociatedType](#) ,
[object.Equals](#)([object](#)) , [object.Equals](#)([object](#), [object](#)) , [object.GetHashCode](#)() , [object.GetType](#)() ,
[object.MemberwiseClone](#)() , [object.ReferenceEquals](#)([object](#), [object](#)) , [object.ToString](#)()

Properties

Animation

Gets or sets the animation to be executed when the trigger action is invoked.

```
public AnimationBase Animation { get; set; }
```

Property Value

[AnimationBase](#)

Methods

Invoke(VisualElement)

Executes the specified animation on the target visual element.

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is applied.

Class BeginAnimationBehavior

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The BeginAnimationBehavior class provides functionality to automatically trigger an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and starts after a short delay.

```
public class BeginAnimationBehavior : Behavior<VisualElement>, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ← [BeginAnimationBehavior](#)

Implements

[INotifyPropertyChanged](#)

Inherited Members

[Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

AnimationProperty

Bindable property for specifying the animation to be executed when the behavior is attached.

```
public static readonly BindableProperty AnimationProperty
```

Field Value

[BindableProperty](#)

Properties

Animation

Gets or sets the animation to be executed when the behavior is attached.

```
public AnimationBase Animation { get; set; }
```

Property Value

[AnimationBase](#)

Methods

OnAttachedTo(VisualElement)

Called when the behavior is attached to a visual element. Associates the animation with the element and begins the animation.

```
protected override void OnAttachedTo(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element to which the behavior is attached.

OnDetachingFrom(VisualElement)

Called when the behavior is detached from a visual element. Clears the association with the visual element.

```
protected override void OnDetachingFrom(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element from which the behavior is detached.

Class BounceInAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The BounceInAnimation is a custom animation designed to create a "bounce-in" effect, typically used in UI transitions where an element enters the screen with an animated bounce.

```
public class BounceInAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← BounceInAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

[BeginAnimation\(\)](#)

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class BounceOutAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

```
public class BounceOutAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← BounceOutAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task ↗](#)

Class ColorAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The ColorAnimation is designed to animate a transition between colors within a user interface.

```
public class ColorAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← ColorAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

ToColorProperty

```
public static readonly BindableProperty ToColorProperty
```

Field Value

[BindableProperty](#)

Properties

ToColor

```
public Color ToColor { get; set; }
```

Property Value

[Color](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class ColorExtensions

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The ColorExtensions class contains methods to animate color changes and manage color animations for visual elements.

```
public static class ColorExtensions
```

Inheritance

[object](#) ← ColorExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CancelAnimation(VisualElement)

Cancels the color animation on the specified visual element.

```
public static void CancelAnimation(this VisualElement self)
```

Parameters

self [VisualElement](#)

The visual element on which to cancel the color animation.

ColorTo(VisualElement, Color, Color, Action<Color>, uint, Easing)

Animates the transition of a color property from one value to another on the specified visual element.

```
public static Task<bool> ColorTo(this VisualElement self, Color fromColor, Color toColor,  
Action<Color> callback, uint length = 250, Easing easing = null)
```

Parameters

self [VisualElement](#)

The visual element to which the color animation is applied.

fromColor [Color](#)

The starting color value.

toColor [Color](#)

The target color value.

callback [Action](#)<[Color](#)>

A callback function to handle the interpolated color during the animation.

length [uint](#)

The duration of the animation in milliseconds (default is 250).

easing [Easing](#)

The easing function to apply to the animation (default is linear).

Returns

[Task](#)<[bool](#)>

A Task representing the asynchronous operation. Returns **true** if the animation completes successfully; **false** otherwise.

Enum EasingType

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The EasingType enum provides a set of predefined easing functions used in animations. Each easing type determines the progression and behavior of an animation over time, allowing you to create smooth and visually appealing transitions.

```
public enum EasingType
```

Fields

BounceIn = 0

BounceOut = 1

CubicIn = 2

CubicInOut = 3

CubicOut = 4

Linear = 5

SinIn = 6

SinInOut = 7

SinOut = 8

SpringIn = 9

SpringOut = 10

Class EndAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The EndAnimation class defines a trigger action for stopping an animation applied to a visual element when the trigger is activated.

```
public class EndAnimation : TriggerAction<VisualElement>
```

Inheritance

[object](#) ← [TriggerAction](#) ← [TriggerAction](#)<[VisualElement](#)> ← EndAnimation

Inherited Members

[TriggerAction<VisualElement>.Invoke\(object\)](#) , [TriggerAction.AssociatedType](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Animation

Gets or sets the animation to be stopped when the trigger action is invoked.

```
public AnimationBase Animation { get; set; }
```

Property Value

[AnimationBase](#)

Methods

Invoke(VisualElement)

Executes the trigger action, ending the specified animation on the target visual element.

```
protected override void Invoke(VisualElement sender)
```

Parameters

sender [VisualElement](#)

The visual element on which the animation is stopped.

Class EndAnimationBehavior

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The EndAnimationBehavior class provides functionality to automatically stop an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and invokes the End method on the animation.

```
public class EndAnimationBehavior : Behavior<VisualElement>, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ← [EndAnimationBehavior](#)

Implements

[INotifyPropertyChanged](#)

Inherited Members

[Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

AnimationProperty

Bindable property for specifying the animation to be executed when the behavior is attached.

```
public static readonly BindableProperty AnimationProperty
```

Field Value

[BindableProperty](#)

Properties

Animation

Gets or sets the animation to be executed when the behavior is attached.

```
public AnimationBase Animation { get; set; }
```

Property Value

[AnimationBase](#)

Methods

OnAttachedTo(VisualElement)

Called when the behavior is attached to a visual element. Associates the animation with the element and ends the animation.

```
protected override void OnAttachedTo(VisualElement bindable)
```

Parameters

[bindable](#) [VisualElement](#)

The visual element to which the behavior is attached.

OnDetachingFrom(VisualElement)

Called when the behavior is detached from a visual element. Clears the association with the visual element.

```
protected override void OnDetachingFrom(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element from which the behavior is detached.

Class EntranceTransition

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The EntranceTransition class animates visual elements with an entrance effect that includes translation and opacity adjustments. It handles animations for the target element and its child elements.

```
public class EntranceTransition : Behavior<VisualElement>, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ← [EntranceTransition](#)

Implements

[INotifyPropertyChanged](#)

Inherited Members

[Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

DurationProperty

Bindable property for specifying the duration of the animation in milliseconds.

```
public static readonly BindableProperty DurationProperty
```

Field Value

[BindableProperty](#)

Properties

Duration

Gets or sets the duration of the entrance animation, represented as a string in milliseconds.

```
public string Duration { get; set; }
```

Property Value

[string](#)

Methods

OnAttachedTo(VisualElement)

Called when the behavior is attached to a visual element. Initializes child elements and subscribes to property changes.

```
protected override void OnAttachedTo(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element to which the behavior is attached.

OnDetachingFrom(VisualElement)

Called when the behavior is detached from a visual element. Stops animations and clears references to the associated object and its children.

```
protected override void OnDetachingFrom(VisualElement bindable)
```

Parameters

bindable [VisualElement](#)

The visual element from which the behavior is detached.

Class FadeInAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that fades in a visual element while translating it along the Y-axis.

```
public class FadeInAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← [FadeInAnimation](#)

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

DirectionProperty

Bindable property for specifying the fade direction of the animation.

```
public static readonly BindableProperty DirectionProperty
```

Field Value

[BindableProperty](#)

Properties

Direction

Gets or sets the direction of the fade-in animation.

```
public FadeInAnimation.FadeDirection Direction { get; set; }
```

Property Value

[FadeInAnimation.FadeDirection](#)

Methods

BeginAnimation()

Begins the fade-in animation, adjusting the opacity and Y-axis translation of the target element.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown if the Target property is null.

Enum FadeInAnimation.FadeDirection

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Defines the direction of the fade-in animation (Up or Down).

```
public enum FadeInAnimation.FadeDirection
```

Fields

Down = 1

Up = 0

Class FadeOutAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that fades out a visual element while translating it along the Y-axis.

```
public class FadeOutAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← `FadeOutAnimation`

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

DirectionProperty

Bindable property for specifying the fade direction of the animation.

```
public static readonly BindableProperty DirectionProperty
```

Field Value

[BindableProperty](#)

Properties

Direction

Gets or sets the direction of the fade-out animation.

```
public FadeOutAnimation.FadeDirection Direction { get; set; }
```

Property Value

[FadeOutAnimation.FadeDirection](#)

Methods

BeginAnimation()

Begins the fade-out animation, reducing the opacity and adjusting the Y-axis translation of the target element.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown if the Target property is null.

Enum FadeOutAnimation.FadeDirection

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Defines the direction of the fade-out animation (Up or Down).

```
public enum FadeOutAnimation.FadeDirection
```

Fields

Down = 1

Up = 0

Class FadeToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The FadeToAnimation class adjusts the opacity of a target element over a specified duration.

```
public class FadeToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ↗ ← [BindableObject](#) ↗ ← [AnimationBase](#) ← FadeToAnimation

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,
[BindableObject.PropertyChanging](#) ↗ , [BindableObject.BindingContextChanged](#) ↗ ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ ,
[object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Fields

OpacityProperty

Bindable property for specifying the target opacity value of the animation.

```
public static readonly BindableProperty OpacityProperty
```

Field Value

[BindableProperty](#)

Properties

Opacity

Gets or sets the target opacity for the animation.

```
public double Opacity { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

Begins the fade-to animation, adjusting the opacity of the target element.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown if the Target property is null.

Class FlipAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

An animation that allow an element to rotate around the Y-axis while transitioning its opacity.

```
public class FlipAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← FlipAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

DirectionProperty

Bindable property for specifying the direction of the flip animation.

```
public static readonly BindableProperty DirectionProperty
```

Field Value

[BindableProperty](#)

Properties

Direction

Gets or sets the direction of the flip animation. The direction can be either [Left](#) or [Right](#).

```
public FlipAnimation.FlipDirection Direction { get; set; }
```

Property Value

[FlipAnimation.FlipDirection](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Enum FlipAnimation.FlipDirection

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Specifies the direction for a flip animation or effect.

```
public enum FlipAnimation.FlipDirection
```

Fields

Left = 0

Indicates a flip animation or effect directed to the left.

Right = 1

Indicates a flip animation or effect directed to the right.

Class HeartAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that performs a "heartbeat" effect by scaling the target element in a pulsating manner.

```
public class HeartAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← HeartAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

[BeginAnimation\(\)](#)

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class JumpAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that creates a "jump" effect by translating the target element along the Y-axis.

```
public class JumpAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ↗ ← [BindableObject](#) ↗ ← [AnimationBase](#) ← JumpAnimation

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,
[BindableObject.PropertyChanging](#) ↗ , [BindableObject.BindingContextChanged](#) ↗ ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ ,
[object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Methods

[BeginAnimation\(\)](#)

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class RelRotateToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that rotates the target element by a relative angle.

```
public class RelRotateToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← RelRotateToAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

RotationProperty

Bindable property for specifying the relative rotation angle.

```
public static readonly BindableProperty RotationProperty
```

Field Value

[BindableProperty](#)

Properties

Rotation

Gets or sets the relative rotation angle for the animation.

```
public double Rotation { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

Begins the relative rotation animation, rotating the target element by the specified angle.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown when the Target property is null.

Class RelScaleToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that scales the target element relative to its current size.

```
public class RelScaleToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ↗ ← [BindableObject](#) ↗ ← [AnimationBase](#) ← RelScaleToAnimation

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,
[BindableObject.PropertyChanging](#) ↗ , [BindableObject.BindingContextChanged](#) ↗ ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ ,
[object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Fields

ScaleProperty

Bindable property for specifying the relative scale value.

```
public static readonly BindableProperty ScaleProperty
```

Field Value

[BindableProperty](#)

Properties

Scale

Gets or sets the relative scale value for the animation.

```
public double Scale { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class RotateToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The RotateToAnimation class animates the rotation of a target element to a specified angle.

```
public class RotateToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ↗ ← [BindableObject](#) ↗ ← [AnimationBase](#) ← RotateToAnimation

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,
[BindableObject.PropertyChanging](#) ↗ , [BindableObject.BindingContextChanged](#) ↗ ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ ,
[object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Fields

RotationProperty

Bindable property for specifying the target rotation angle.

```
public static readonly BindableProperty RotationProperty
```

Field Value

[BindableProperty](#)

Properties

Rotation

Gets or sets the target rotation angle for the animation.

```
public double Rotation { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

Begins the rotation animation, rotating the target element to the specified angle.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown when the Target property is null.

Class RotateXToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that rotates the target element around the X-axis to a specified angle.

```
public class RotateXToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← RotateXToAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

RotationProperty

Bindable property for specifying the target rotation angle around the X-axis.

```
public static readonly BindableProperty RotationProperty
```

Field Value

[BindableProperty](#)

Properties

Rotation

Gets or sets the target rotation angle around the X-axis.

```
public double Rotation { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

Begins the rotation animation around the X-axis.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown when the Target property is null.

Class RotateYToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that rotates the target element around the Y-axis to a specified angle.

```
public class RotateYToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← RotateYToAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

RotationProperty

Bindable property for specifying the target rotation angle around the Y-axis.

```
public static readonly BindableProperty RotationProperty
```

Field Value

[BindableProperty](#)

Properties

Rotation

Gets or sets the target rotation angle around the Y-axis.

```
public double Rotation { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

Begins the rotation animation around the Y-axis.

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

A Task representing the asynchronous operation.

Exceptions

[NullReferenceException](#)

Thrown when the Target property is null.

Class ScaleToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that scales the target element to a specified size.

```
public class ScaleToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← ScaleToAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

ScaleProperty

Bindable property for specifying the target scale value.

```
public static readonly BindableProperty ScaleProperty
```

Field Value

[BindableProperty](#)

Properties

Scale

Gets or sets the target scale value for the animation.

```
public double Scale { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class ScrollViewScrollBehavior

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

The ScrollViewScrollBehavior class provides bindable properties to observe the horizontal and vertical scroll positions of a [ScrollView](#) and calculates relative and percentage-based scroll values.

```
public class ScrollViewScrollBehavior : Behavior<ScrollView>, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[ScrollView](#)> ← [ScrollViewScrollBehavior](#)

Implements

[INotifyPropertyChanged](#)

Inherited Members

[Behavior<ScrollView>.OnAttachedTo\(BindableObject\)](#) ,
[Behavior<ScrollView>.OnDetachingFrom\(BindableObject\)](#) , [Behavior.AssociatedType](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

PercentageScrollXProperty

Bindable property for the horizontal scroll value as a percentage (0% to 100%).

```
public static readonly BindableProperty PercentageScrollXProperty
```

Field Value

[BindableProperty](#)

PercentageScrollYProperty

Bindable property for the vertical scroll value as a percentage (0% to 100%).

```
public static readonly BindableProperty PercentageScrollYProperty
```

Field Value

[BindableProperty](#)

RelativeScrollXProperty

Bindable property for the horizontal scroll value between 0 and 1.

```
public static readonly BindableProperty RelativeScrollXProperty
```

Field Value

[BindableProperty](#)

RelativeScrollYProperty

Bindable property for the vertical scroll value between 0 and 1.

```
public static readonly BindableProperty RelativeScrollYProperty
```

Field Value

[BindableProperty](#)

ScrollXProperty

Bindable property for the horizontal scroll value in pixels.

```
public static readonly BindableProperty ScrollXProperty
```

Field Value

[BindableProperty](#)

ScrollYProperty

Bindable property for the vertical scroll value in pixels.

```
public static readonly BindableProperty ScrollYProperty
```

Field Value

[BindableProperty](#)

Properties

PercentageScrollX

Gets or sets the horizontal scroll value as a percentage (0% to 100%).

```
public double PercentageScrollX { get; set; }
```

Property Value

[double](#)

PercentageScrollY

Gets or sets the vertical scroll value as a percentage (0% to 100%).

```
public double PercentageScrollY { get; set; }
```

Property Value

[double](#) ↗

RelativeScrollX

Gets or sets the horizontal scroll value as a relative value between 0 and 1.

```
public double RelativeScrollX { get; set; }
```

Property Value

[double](#) ↗

RelativeScrollY

Gets or sets the vertical scroll value as a relative value between 0 and 1.

```
public double RelativeScrollY { get; set; }
```

Property Value

[double](#) ↗

ScrollX

Gets or sets the horizontal scroll value in pixels.

```
public double ScrollX { get; set; }
```

Property Value

[double](#) ↗

ScrollY

Gets or sets the vertical scroll value in pixels.

```
public double ScrollY { get; set; }
```

Property Value

[double](#)

Methods

OnAttachedTo(ScrollView)

Called when the behavior is attached to a [ScrollView](#). Subscribes to the scroll event of the associated ScrollView.

```
protected override void OnAttachedTo(ScrollView bindable)
```

Parameters

[bindable](#) [ScrollView](#)

The ScrollView to which the behavior is attached.

OnDetachingFrom(ScrollView)

Called when the behavior is detached from a [ScrollView](#). Unsubscribes from the scroll event of the associated ScrollView.

```
protected override void OnDetachingFrom(ScrollView bindable)
```

Parameters

[bindable](#) [ScrollView](#)

The ScrollView from which the behavior is detached.

Class ShakeAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that simulates a "shake" effect by moving the target element back and forth along the X-axis.

```
public class ShakeAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← ShakeAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

[BeginAnimation\(\)](#)

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class StoryBoard

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents a storyboard that orchestrates a sequence of animations on a target element.

```
[ContentProperty("Animations")]
public class StoryBoard : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← StoryBoard

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

[StoryBoard\(\)](#)

Initializes a new instance of the [StoryBoard](#) class with an empty list of animations.

```
public StoryBoard()
```

StoryBoard(List<AnimationBase>)

Initializes a new instance of the [StoryBoard](#) class with a specified list of animations.

```
public StoryBoard(List<AnimationBase> animations)
```

Parameters

animations [List](#)<AnimationBase>

A list of animations to be managed by the storyboard.

Properties

Animations

Gets the list of animations managed by the storyboard.

```
public List<AnimationBase> Animations { get; }
```

Property Value

[List](#)<AnimationBase>

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

Task ↗

Class TaskExtensions

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

```
public static class TaskExtensions
```

Inheritance

[object](#) ← TaskExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

FireAndForget(Task, Action<Exception>)

```
public static void FireAndForget(this Task task, Action<Exception> onException = null)
```

Parameters

task [Task](#)

onException [Action](#)<[Exception](#)>

Class TranslateToAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that translates (moves) the target element to a specified position.

```
public class TranslateToAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ↗ ← [BindableObject](#) ↗ ← [AnimationBase](#) ← TranslateToAnimation

Implements

[INotifyPropertyChanged](#) ↗

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) ↗ , [BindableObject.ClearValue\(BindableProperty\)](#) ↗ ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) ↗ , [BindableObject.GetValue\(BindableProperty\)](#) ↗ ,
[BindableObject.IsSet\(BindableProperty\)](#) ↗ , [BindableObject.RemoveBinding\(BindableProperty\)](#) ↗ ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) ↗ , [BindableObject.ApplyBindings\(\)](#) ↗ ,
[BindableObject.OnBindingContextChanged\(\)](#) ↗ , [BindableObject.OnPropertyChanged\(string\)](#) ↗ ,
[BindableObject.OnPropertyChanging\(string\)](#) ↗ , [BindableObject.UnapplyBindings\(\)](#) ↗ ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ↗ ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ↗ ,
[BindableObject.CoerceValue\(BindableProperty\)](#) ↗ , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ↗ ,
[BindableObject.Dispatcher](#) ↗ , [BindableObject.BindingContext](#) ↗ , [BindableObject.PropertyChanged](#) ↗ ,
[BindableObject.PropertyChanging](#) ↗ , [BindableObject.BindingContextChanged](#) ↗ ,
[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ ,
[object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Fields

TranslateXProperty

Bindable property for specifying the target X-coordinate of the animation.

```
public static readonly BindableProperty TranslateXProperty
```

Field Value

[BindableProperty](#)

TranslateYProperty

Bindable property for specifying the target Y-coordinate of the animation.

```
public static readonly BindableProperty TranslateYProperty
```

Field Value

[BindableProperty](#)

Properties

TranslateX

Gets or sets the target X-coordinate to move the element to.

```
public double TranslateX { get; set; }
```

Property Value

[double](#)

TranslateY

Gets or sets the target Y-coordinate to move the element to.

```
public double TranslateY { get; set; }
```

Property Value

[double](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class TurnstileInAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

Represents an animation that performs a "turnstile-in" effect by rotating and translating the target element as it enters.

```
public class TurnstileInAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← TurnstileInAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#) , [AnimationBase.Target](#) , [AnimationBase.DurationProperty](#) ,
[AnimationBase.Duration](#) , [AnimationBase.EasingProperty](#) , [AnimationBase.Easing](#) ,
[AnimationBase.DelayProperty](#) , [AnimationBase.Delay](#) , [AnimationBase.RepeatForeverProperty](#) ,
[AnimationBase.RepeatForever](#) , [AnimationBase.Begin\(\)](#) , [AnimationBase.End\(\)](#) ,
[BindableObject.BindingContextProperty](#) , [BindableObject.ClearValue\(BindableProperty\)](#) ,
[BindableObject.ClearValue\(BindablePropertyKey\)](#) , [BindableObject.GetValue\(BindableProperty\)](#) ,
[BindableObject.IsSet\(BindableProperty\)](#) , [BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnBindingContextChanged\(\)](#) , [BindableObject.OnPropertyChanged\(string\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

[BeginAnimation\(\)](#)

```
protected override Task BeginAnimation()
```

Returns

[Task](#)

Class TurnstileOutAnimation

Namespace: [AlohaKit.Animations](#)

Assembly: AlohaKit.Animations.dll

```
public class TurnstileOutAnimation : AnimationBase, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [AnimationBase](#) ← TurnstileOutAnimation

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationBase.TargetProperty](#), [AnimationBase.Target](#), [AnimationBase.DurationProperty](#),
[AnimationBase.Duration](#), [AnimationBase.EasingProperty](#), [AnimationBase.Easing](#),
[AnimationBase.DelayProperty](#), [AnimationBase.Delay](#), [AnimationBase.RepeatForeverProperty](#),
[AnimationBase.RepeatForever](#), [AnimationBase.Begin\(\)](#), [AnimationBase.End\(\)](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BeginAnimation()

```
protected override Task BeginAnimation()
```

Returns

[Task ↗](#)

Namespace AlohaKit.Animations.Behaviors

Classes

[AnimateProgressInt](#)

Class AnimateProgressInt

Namespace: [AlohaKit.Animations.Behaviors](#)

Assembly: AlohaKit.Animations.dll

```
public class AnimateProgressInt : AnimationProgressBaseBehavior, INotifyPropertyChanged
```

Inheritance

[object](#) ← [BindableObject](#) ← [Behavior](#) ← [Behavior](#)<[VisualElement](#)> ←
[AnimationProgressBaseBehavior](#) ← AnimateProgressInt

Implements

[INotifyPropertyChanged](#)

Inherited Members

[AnimationProgressBaseBehavior.ProgressProperty](#), [AnimationProgressBaseBehavior.Progress](#),
[AnimationProgressBaseBehavior.MinimumProperty](#), [AnimationProgressBaseBehavior.Minimum](#),
[AnimationProgressBaseBehavior.MaximumProperty](#), [AnimationProgressBaseBehavior.Maximum](#),
[AnimationProgressBaseBehavior.EasingProperty](#), [AnimationProgressBaseBehavior.Easing](#),
[AnimationProgressBaseBehavior.TargetPropertyProperty](#),
[AnimationProgressBaseBehavior.TargetProperty](#), [AnimationProgressBaseBehavior.Target](#),
[AnimationProgressBaseBehavior.OnAttachedTo\(VisualElement\)](#),
[AnimationProgressBaseBehavior.OnChanged\(BindableObject, object\)](#),
[AnimationProgressBaseBehavior.OnDetachingFrom\(VisualElement\)](#),
[AnimationProgressBaseBehavior.Update\(\)](#), [Behavior<VisualElement>.OnAttachedTo\(BindableObject\)](#),
[Behavior<VisualElement>.OnDetachingFrom\(BindableObject\)](#), [Behavior.AssociatedType](#),
[BindableObject.BindingContextProperty](#), [BindableObject.ClearValue\(BindableProperty\)](#),
[BindableObject.ClearValue\(BindablePropertyKey\)](#), [BindableObject.GetValue\(BindableProperty\)](#),
[BindableObject.IsSet\(BindableProperty\)](#), [BindableObject.RemoveBinding\(BindableProperty\)](#),
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#), [BindableObject.ApplyBindings\(\)](#),
[BindableObject.OnBindingContextChanged\(\)](#), [BindableObject.OnPropertyChanged\(string\)](#),
[BindableObject.OnPropertyChanging\(string\)](#), [BindableObject.UnapplyBindings\(\)](#),
[BindableObject.SetValue\(BindableProperty, object\)](#),
[BindableObject.SetValue\(BindablePropertyKey, object\)](#),
[BindableObject.CoerceValue\(BindableProperty\)](#), [BindableObject.CoerceValue\(BindablePropertyKey\)](#),
[BindableObject.Dispatcher](#), [BindableObject.BindingContext](#), [BindableObject.PropertyChanged](#),
[BindableObject.PropertyChanging](#), [BindableObject.BindingContextChanged](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

FromProperty

```
public static readonly BindableProperty FromProperty
```

Field Value

[BindableProperty](#)

ToProperty

```
public static readonly BindableProperty ToProperty
```

Field Value

[BindableProperty](#)

Properties

From

```
public int From { get; set; }
```

Property Value

[int](#)

To

```
public int To { get; set; }
```

Property Value

Methods

OnUpdate()

Performs the animation update logic. This method must be implemented by derived classes.

```
protected override void OnUpdate()
```

Namespace AlohaKit.Animations.Helpers

Classes

[AnimationHelper](#)

The AnimationHelper class contains helper methods for calculating intermediate values for various types of properties during an animation.

[EasingHelper](#)

The EasingHelper class provides a method to map [EasingType](#) values to corresponding [Easing](#) objects.

[VisualTreeHelper](#)

Class AnimationHelper

Namespace: [AlohaKit.Animations.Helpers](#)

Assembly: AlohaKit.Animations.dll

The AnimationHelper class contains helper methods for calculating intermediate values for various types of properties during an animation.

```
public static class AnimationHelper
```

Inheritance

[object](#) ← AnimationHelper

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetColorValue(Color, Color, double)

Calculates an interpolated color value based on the animation progress.

```
public static Color GetColorValue(Color from, Color to, double animationProgress)
```

Parameters

from [Color](#)

The starting color.

to [Color](#)

The ending color.

animationProgress [double](#)

The progress of the animation, from 0.0 to 1.0.

Returns

[Color](#)

The interpolated color value.

GetCornerRadiusValue(CornerRadius, CornerRadius, double)

Calculates an interpolated corner radius value based on the animation progress.

```
public static CornerRadius GetCornerRadiusValue(CornerRadius from, CornerRadius to,  
double animationProgress)
```

Parameters

[from](#) [CornerRadius](#)

The starting corner radius.

[to](#) [CornerRadius](#)

The ending corner radius.

[animationProgress](#) [double](#)

The progress of the animation, from 0.0 to 1.0.

Returns

[CornerRadius](#)

The interpolated corner radius value.

GetDoubleValue(double, double, double)

Calculates an interpolated double value based on the animation progress.

```
public static double GetDoubleValue(double from, double to, double animationProgress)
```

Parameters

from [double](#)

The starting double value.

to [double](#)

The ending double value.

animationProgress [double](#)

The progress of the animation, from 0.0 to 1.0.

Returns

[double](#)

The interpolated double value.

GetIntValue(int, int, double)

Calculates an interpolated integer value based on the animation progress.

```
public static int GetIntValue(int from, int to, double animationProgress)
```

Parameters

from [int](#)

The starting integer value.

to [int](#)

The ending integer value.

animationProgress [double](#)

The progress of the animation, from 0.0 to 1.0.

Returns

[int](#)

The interpolated integer value.

GetThicknessValue(Thickness, Thickness, double)

Calculates an interpolated thickness value based on the animation progress.

```
public static Thickness GetThicknessValue(Thickness from, Thickness to,  
double animationProgress)
```

Parameters

from [Thickness](#)

The starting thickness.

to [Thickness](#)

The ending thickness.

animationProgress [double](#)

The progress of the animation, from 0.0 to 1.0.

Returns

[Thickness](#)

The interpolated thickness value.

Class EasingHelper

Namespace: [AlohaKit.Animations.Helpers](#)

Assembly: AlohaKit.Animations.dll

The EasingHelper class provides a method to map [EasingType](#) values to corresponding [Easing](#) objects.

```
public static class EasingHelper
```

Inheritance

[object](#) ← EasingHelper

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetEasing(EasingType)

Retrieves the easing function corresponding to the specified [EasingType](#).

```
public static Easing GetEasing(EasingType type)
```

Parameters

type [EasingType](#)

The easing type to retrieve the corresponding easing function for.

Returns

[Easing](#)

The [Easing](#) function corresponding to the specified easing type. Returns [null](#) if the easing type is not recognized.

Class VisualTreeHelper

Namespace: [AlohaKit.Animations.Helpers](#)

Assembly: AlohaKit.Animations.dll

```
public static class VisualTreeHelper
```

Inheritance

[object](#) ← VisualTreeHelper

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetChildren<T>(Element)

```
public static IEnumerable<T> GetChildren<T>(this Element element) where T : Element
```

Parameters

element [Element](#)

Returns

[IEnumerable](#)<T>

Type Parameters

T

GetParent<T>(Element)

```
public static T GetParent<T>(this Element element) where T : Element
```

Parameters

element [Element](#)

Returns

T

Type Parameters

T

Namespace AlohaKit.Animations.Sample

Classes

[App](#)

[AppShell](#)

[MainActivity](#)

[MainApplication](#)

[MauiProgram](#)

[Resource](#)

Android Resource Designer class. Exposes the Android Resource designer assembly into the project Namespace.

Class App

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

```
[XamlFilePath("App.xaml")]
public class App : Application, INotifyPropertyChanged, IElementController,
IEffectControlProvider, IToolTipElement, IContextFlyoutElement, IApplicationController,
IElementConfiguration<Application>, IVisualTreeElement, IApplication, IElement
```

Inheritance

[object](#) ← [BindableObject](#) ← [Element](#) ← [Application](#) ← App

Implements

[INotifyPropertyChanged](#), [IElementController](#), [IEffectControlProvider](#), [IToolTipElement](#),
[IContextFlyoutElement](#), [IApplicationController](#), [IElementConfiguration](#)<[Application](#)>,
[IVisualTreeElement](#), [IApplication](#), [IElement](#)

Inherited Members

[Application.MapWindowSoftInputModeAdjust\(ApplicationHandler, Application\)](#), [Application.Quit\(\)](#),
[Application.On<T>\(\)](#), [Application.OnAppLinkRequestReceived\(Uri\)](#), [Application.OnParentSet\(\)](#),
[Application.OnResume\(\)](#), [Application.OnSleep\(\)](#), [Application.OnStart\(\)](#), [Application.CleanUp\(\)](#),
[Application.OpenWindow\(Window\)](#), [Application.CloseWindow\(Window\)](#),
[Application.ActivateWindow\(Window\)](#), [Application.CreateWindow\(IActivationState\)](#),
[Application.AppLinks](#), [Application.Current](#), [Application.MainPage](#), [Application.Resources](#),
[Application.UserAppTheme](#), [Application.PlatformAppTheme](#), [Application.RequestedTheme](#),
[Application.AccentColor](#), [Application.Windows](#), [Application.RequestedThemeChanged](#),
[Application.ModalPopped](#), [Application.ModalPopping](#), [Application.ModalPushed](#),
[Application.ModalPushing](#), [Application.PageAppearing](#), [Application.PageDisappearing](#),
[Element.AutomationIdProperty](#), [Element.ClassIdProperty](#),
[Element.MapAutomationPropertiesInAccessibleTree\(IElementHandler, Element\)](#),
[Element.MapAutomationPropertiesExcludedWithChildren\(IElementHandler, Element\)](#),
[Element.InsertLogicalChild\(int, Element\)](#), [Element.AddLogicalChild\(Element\)](#),
[Element.RemoveLogicalChild\(Element\)](#), [Element.ClearLogicalChildren\(\)](#),
[Element.FindByName\(string\)](#), [Element.RemoveDynamicResource\(BindableProperty\)](#),
[Element.SetDynamicResource\(BindableProperty, string\)](#), [Element.OnBindingContextChanged\(\)](#),
[Element.OnChildAdded\(Element\)](#), [Element.OnChildRemoved\(Element, int\)](#),
[Element.OnPropertyChanged\(string\)](#), [Element.OnParentChanging\(ParentChangingEventArgs\)](#),
[Element.OnParentChanged\(\)](#), [Element.OnHandlerChanging\(HandlerChangingEventArgs\)](#),
[Element.OnHandlerChanged\(\)](#), [Element.AutomationId](#), [Element.ClassId](#), [Element.Effects](#),

[Element.Id](#) , [Element.StyleId](#) , [Element.Parent](#) , [Element.Handler](#) , [Element.ChildAdded](#) ,
[Element.ChildRemoved](#) , [Element.DescendantAdded](#) , [Element.DescendantRemoved](#) ,
[Element.ParentChanging](#) , [Element.ParentChanged](#) , [Element.HandlerChanging](#) ,
[Element.HandlerChanged](#) , [BindableObject.BindingContextProperty](#) ,
[BindableObject.ClearValue\(BindableProperty\)](#) , [BindableObject.ClearValue\(BindablePropertyKey\)](#) ,
[BindableObject.GetValue\(BindableProperty\)](#) , [BindableObject.IsSet\(BindableProperty\)](#) ,
[BindableObject.RemoveBinding\(BindableProperty\)](#) ,
[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

App()

```
public App()
```

Class AppShell

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

```
[XamlFilePath("AppShell.xaml")]
public class AppShell : Shell, INotifyPropertyChanged, IVisualTreeElement,
IEffectControlProvider, IToolTipElement, IContextFlyoutElement, IAnimatable, ILayout,
IElementConfiguration<Page>, ISafeAreaView, ITitledElement, IToolbarElement,
IShellController, IPageController, IVisualElementController, IElementController,
IPageContainer<Page>, IFlyoutView, IView, IElement, ITransform
```

Inheritance

```
object ↩ ← BindableObject ↩ ← Element ↩ ← StyleableElement ↩ ← NavigableElement ↩ ←
VisualElement ↩ ← Page ↩ ← Shell ↩ ← AppShell
```

Implements

```
INotifyPropertyChanged ↩, IVisualTreeElement ↩, IEffectControlProvider ↩, IToolTipElement ↩,
IContextFlyoutElement ↩, IAnimatable ↩, ILayout ↩, IElementConfiguration<Page> ↩, ISafeAreaView ↩,
ITitledElement ↩, IToolbarElement ↩, IShellController ↩, IPageController ↩, IVisualElementController ↩,
IElementController ↩, IPageContainer<Page> ↩, IFlyoutView ↩, IView ↩, IElement ↩, ITransform ↩
```

Inherited Members

```
Shell.BackButtonBehaviorProperty ↩, Shell.PresentationModeProperty ↩,
Shell.FlyoutBehaviorProperty ↩, Shell.NavBarsVisibleProperty ↩, Shell.NavBarHasShadowProperty ↩,
Shell.SearchHandlerProperty ↩, Shell.FlyoutItemsVisibleProperty ↩, Shell.TabBarsVisibleProperty ↩,
Shell.TitleViewProperty ↩, Shell.MenuItemTemplateProperty ↩, Shell.ItemTemplateProperty ↩,
Shell.BackgroundColorProperty ↩, Shell.DisabledColorProperty ↩, Shell.ForegroundColorProperty ↩,
Shell.TabBarBackgroundColorProperty ↩, Shell.TabBarDisabledColorProperty ↩,
Shell.TabBarForegroundColorProperty ↩, Shell.TabBarTitleColorProperty ↩,
Shell.TabBarUnselectedColorProperty ↩, Shell.TitleColorProperty ↩, Shell.UnselectedColorProperty ↩,
Shell.FlyoutBackdropProperty ↩, Shell.FlyoutWidthProperty ↩, Shell.FlyoutHeightProperty ↩,
Shell.CurrentItemProperty ↩, Shell.CurrentStateProperty ↩, Shell.FlyoutBackgroundImageProperty ↩,
Shell.FlyoutBackgroundImageAspectProperty ↩, Shell.FlyoutBackgroundColorProperty ↩,
Shell.FlyoutBackgroundProperty ↩, Shell.FlyoutHeaderBehaviorProperty ↩,
Shell.FlyoutHeaderProperty ↩, Shell.FlyoutFooterProperty ↩, Shell.FlyoutHeaderTemplateProperty ↩,
Shell.FlyoutFooterTemplateProperty ↩, Shell.FlyoutIsPresentedProperty ↩, Shell.ItemsProperty ↩,
Shell.FlyoutIconProperty ↩, Shell.FlyoutVerticalScrollModeProperty ↩, Shell.FlyoutContentProperty ↩,
Shell.FlyoutContentTemplateProperty ↩, Shell.GetFlyoutItemIsVisible(BindableObject) ↩,
Shell.SetFlyoutItemIsVisible(BindableObject, bool) ↩, Shell.GetMenuItemTemplate(BindableObject) ↩,
```

[Shell.SetMenuItemTemplate\(BindableObject, DataTemplate\)](#) ,
[Shell.GetItemTemplate\(BindableObject\)](#) , [Shell.SetItemTemplate\(BindableObject, DataTemplate\)](#) ,
[Shell.GetBackButtonBehavior\(BindableObject\)](#) ,
[Shell.SetBackButtonBehavior\(BindableObject, BackButtonBehavior\)](#) ,
[Shell.GetPresentationMode\(BindableObject\)](#) ,
[Shell.SetPresentationMode\(BindableObject, PresentationMode\)](#) ,
[Shell.GetFlyoutBehavior\(BindableObject\)](#) , [Shell.SetFlyoutBehavior\(BindableObject, FlyoutBehavior\)](#) ,
[Shell.GetFlyoutWidth\(BindableObject\)](#) , [Shell.SetFlyoutWidth\(BindableObject, double\)](#) ,
[Shell.GetFlyoutHeight\(BindableObject\)](#) , [Shell.SetFlyoutHeight\(BindableObject, double\)](#) ,
[Shell.GetNavBarIsVisible\(BindableObject\)](#) , [Shell.SetNavBarIsVisible\(BindableObject, bool\)](#) ,
[Shell.GetNavBarHasShadow\(BindableObject\)](#) , [Shell.SetNavBarHasShadow\(BindableObject, bool\)](#) ,
[Shell.GetSearchHandler\(BindableObject\)](#) , [Shell.SetSearchHandler\(BindableObject, SearchHandler\)](#) ,
[Shell.GetTabBarIsVisible\(BindableObject\)](#) , [Shell.SetTabBarIsVisible\(BindableObject, bool\)](#) ,
[Shell.GetTitleView\(BindableObject\)](#) , [ShellSetTitleView\(BindableObject, View\)](#) ,
[Shell.GetBackgroundColor\(BindableObject\)](#) , [Shell.SetBackgroundColor\(BindableObject, Color\)](#) ,
[Shell.GetDisabledColor\(BindableObject\)](#) , [Shell.SetDisabledColor\(BindableObject, Color\)](#) ,
[Shell.GetForegroundColor\(BindableObject\)](#) , [Shell.SetForegroundColor\(BindableObject, Color\)](#) ,
[Shell.GetTabBarBackgroundColor\(BindableObject\)](#) ,
[Shell.SetTabBarBackgroundColor\(BindableObject, Color\)](#) ,
[Shell.GetTabBarDisabledColor\(BindableObject\)](#) ,
[Shell.SetTabBarDisabledColor\(BindableObject, Color\)](#) ,
[Shell.GetTabBarForegroundColor\(BindableObject\)](#) ,
[Shell.SetTabBarForegroundColor\(BindableObject, Color\)](#) , [Shell.GetTabBarTitleColor\(BindableObject\)](#) ,
[Shell.SetTabBarTitleColor\(BindableObject, Color\)](#) , [Shell.GetTabBarUnselectedColor\(BindableObject\)](#) ,
[Shell.SetTabBarUnselectedColor\(BindableObject, Color\)](#) , [Shell.GetTitleColor\(BindableObject\)](#) ,
[ShellSetTitleColor\(BindableObject, Color\)](#) , [Shell.GetUnselectedColor\(BindableObject\)](#) ,
[Shell.SetUnselectedColor\(BindableObject, Color\)](#) , [Shell.GetFlyoutBackdrop\(BindableObject\)](#) ,
[Shell.SetFlyoutBackdrop\(BindableObject, Brush\)](#) , [Shell.GoToAsync\(ShellNavigationState\)](#) ,
[Shell.GoToAsync\(ShellNavigationState, bool\)](#) ,
[Shell.GoToAsync\(ShellNavigationState, IDictionary<string, object>\)](#) ,
[Shell.GoToAsync\(ShellNavigationState, bool, IDictionary<string, object>\)](#) ,
[Shell.GoToAsync\(ShellNavigationState, ShellNavigationQueryParameters\)](#) ,
[Shell.GoToAsync\(ShellNavigationState, bool, ShellNavigationQueryParameters\)](#) ,
[Shell.OnBindingContextChanged\(\)](#) , [Shell.OnBackPressed\(\)](#) ,
[Shell.OnNavigated\(ShellNavigatedEventArgs\)](#) , [Shell.OnNavigating\(ShellNavigatingEventArgs\)](#) ,
[Shell.LayoutChildren\(double, double, double, double\)](#) , [Shell.OnPropertyChanged\(string\)](#) ,
[Shell.CurrentPage](#) , [Shell.Current](#) , [Shell.FlyoutVerticalScrollMode](#) , [Shell.FlyoutIcon](#) ,
[Shell.CurrentItem](#) , [Shell.CurrentState](#) , [Shell.FlyoutBackgroundImage](#) ,
[Shell.FlyoutBackgroundImageAspect](#) , [Shell.FlyoutBackgroundColor](#) , [Shell.FlyoutBackground](#) ,
[Shell.FlyoutBackdrop](#) , [Shell.FlyoutWidth](#) , [Shell.FlyoutHeight](#) , [Shell.FlyoutBehavior](#) ,

[Shell.FlyoutHeader](#) , [Shell.FlyoutFooter](#) , [Shell.FlyoutHeaderBehavior](#) ,
[Shell.FlyoutHeaderTemplate](#) , [Shell.FlyoutFooterTemplate](#) , [Shell.FlyoutIsPresented](#) , [Shell.Items](#) ,
[Shell.ItemTemplate](#) , [Shell.MenuItemTemplate](#) , [Shell.FlyoutItems](#) , [Shell.FlyoutContent](#) ,
[Shell.FlyoutContentTemplate](#) , [Shell.Navigated](#) , [Shell.Navigating](#) , [Page.BusySetSignalName](#) ,
[Page.AlertSignalName](#) , [Page.PromptSignalName](#) , [Page.ActionSheetSignalName](#) ,
[Page.BackgroundImageSourceProperty](#) , [Page.IsBusyProperty](#) , [Page.PaddingProperty](#) ,
[Page.TitleProperty](#) , [Page.IconImageSourceProperty](#) ,
[Page.DisplayActionSheet\(string, string, string, params string\[\]\)](#) ,
[Page.DisplayActionSheet\(string, string, string, FlowDirection, params string\[\]\)](#) ,
[Page.DisplayAlert\(string, string, string\)](#) , [Page.DisplayAlert\(string, string, string, string\)](#) ,
[Page.DisplayAlert\(string, string, string, FlowDirection\)](#) ,
[Page.DisplayAlert\(string, string, string, string, FlowDirection\)](#) ,
[Page.DisplayPromptAsync\(string, string, string, string, string, int, Keyboard, string\)](#) ,
[Page.ForceLayout\(\)](#) , [Page.SendBackPressed\(\)](#) , [Page.OnAppearing\(\)](#) ,
[Page.OnChildMeasureInvalidated\(object, EventArgs\)](#) , [Page.OnDisappearing\(\)](#) , [Page.OnParentSet\(\)](#) ,
[Page.OnSizeAllocated\(double, double\)](#) , [Page.UpdateChildrenLayout\(\)](#) , [Page.On<T>\(\)](#) ,
[Page.OnNavigatedTo\(NavigatedEventArgs\)](#) , [Page.OnNavigatingFrom\(NavigatingFromEventArgs\)](#) ,
[Page.OnNavigatedFrom\(NavigatedEventArgs\)](#) , [Page.GetParentWindow\(\)](#) ,
[Page.BackgroundImageSource](#) , [Page.IconImageSource](#) , [Page.IsBusy](#) , [Page.Padding](#) ,
[Page.Title](#) , [Page.ToolbarItems](#) , [Page.MenuBarItems](#) , [Page.LayoutChanged](#) , [Page.Appearing](#) ,
[Page.Disappearing](#) , [Page.NavigatedTo](#) , [Page.NavigatingFrom](#) , [Page.NavigatedFrom](#) ,
[VisualElement.NavigationProperty](#) , [VisualElement.StyleProperty](#) ,
[VisualElement.InputTransparentProperty](#) , [VisualElement.IsEnabledProperty](#) ,
[VisualElement.XProperty](#) , [VisualElement.YProperty](#) , [VisualElement.AnchorXProperty](#) ,
[VisualElement.AnchorYProperty](#) , [VisualElement.TranslationXProperty](#) ,
[VisualElement.TranslationYProperty](#) , [VisualElement.WidthProperty](#) , [VisualElement.HeightProperty](#) ,
[VisualElement.RotationProperty](#) , [VisualElement.RotationXProperty](#) ,
[VisualElement.RotationYProperty](#) , [VisualElement.ScaleProperty](#) , [VisualElement.ScaleXProperty](#) ,
[VisualElement.ScaleYProperty](#) , [VisualElement.ClipProperty](#) , [VisualElement.VisualProperty](#) ,
[VisualElement.IsVisibleProperty](#) , [VisualElement.OpacityProperty](#) ,
[VisualElement.BackgroundProperty](#) , [VisualElement.BehaviorsProperty](#) ,
[VisualElement.TriggersProperty](#) , [VisualElement.WidthRequestProperty](#) ,
[VisualElement.HeightRequestProperty](#) , [VisualElement.MinimumWidthRequestProperty](#) ,
[VisualElement.MinimumHeightRequestProperty](#) , [VisualElement.MaximumWidthRequestProperty](#) ,
[VisualElement.MaximumHeightRequestProperty](#) , [VisualElement.IsFocusedProperty](#) ,
[VisualElement.FlowDirectionProperty](#) , [VisualElement.WindowProperty](#) ,
[VisualElement.ShadowProperty](#) , [VisualElement.ZIndexProperty](#) , [VisualElement.BatchBegin\(\)](#) ,
[VisualElement.BatchCommit\(\)](#) , [VisualElement.Focus\(\)](#) , [VisualElement.Measure\(double, double\)](#) ,
[VisualElement.Measure\(double, double, MeasureFlags\)](#) , [VisualElement.Unfocus\(\)](#) ,
[VisualElement.InvalidateMeasure\(\)](#) , [VisualElement.OnChildAdded\(Element\)](#) ,

[VisualElement.OnChildRemoved\(Element, int\)](#) , [VisualElement.OnChildrenReordered\(\)](#) ,
[VisualElement.OnMeasure\(double, double\)](#) , [VisualElement.SizeAllocated\(double, double\)](#) ,
[VisualElement.ChangeVisualState\(\)](#) , [VisualElement.RefreshIsEnabledProperty\(\)](#) ,
[VisualElement.Arrange\(Rect\)](#) , [VisualElement.ArrangeOverride\(Rect\)](#) , [VisualElement.Layout\(Rect\)](#) ,
[VisualElement.InvalidateMeasureOverride\(\)](#) , [VisualElement.MeasureOverride\(double, double\)](#) ,
[VisualElement.MapBackgroundColor\(IViewHandler, IView\)](#) ,
[VisualElement.MapBackgroundImageSource\(IViewHandler, IView\)](#) , [VisualElement.Visual](#) ,
[VisualElement.FlowDirection](#) , [VisualElement.Window](#) , [VisualElement.AnchorX](#) ,
[VisualElement.AnchorY](#) , [VisualElement.BackgroundColor](#) , [VisualElement.Background](#) ,
[VisualElement.Behaviors](#) , [VisualElement.Bounds](#) , [VisualElement.Height](#) ,
[VisualElement.HeightRequest](#) , [VisualElement.InputTransparent](#) , [VisualElement.IsEnabled](#) ,
[VisualElement.IsEnabledCore](#) , [VisualElement.IsFocused](#) , [VisualElement.IsVisible](#) ,
[VisualElement.MinimumHeightRequest](#) , [VisualElement.MinimumWidthRequest](#) ,
[VisualElement.MaximumHeightRequest](#) , [VisualElement.MaximumWidthRequest](#) ,
[VisualElement.Opacity](#) , [VisualElement.Rotation](#) , [VisualElement.RotationX](#) ,
[VisualElement.RotationY](#) , [VisualElement.Scale](#) , [VisualElement.ScaleX](#) , [VisualElement.ScaleY](#) ,
[VisualElement.TranslationX](#) , [VisualElement.TranslationY](#) , [VisualElement.Triggers](#) ,
[VisualElement.Width](#) , [VisualElement.WidthRequest](#) , [VisualElement.X](#) , [VisualElement.Y](#) ,
[VisualElement.Clip](#) , [VisualElement.Resources](#) , [VisualElement.Frame](#) , [VisualElement.Handler](#) ,
[VisualElement.Shadow](#) , [VisualElement.ZIndex](#) , [VisualElement.DesiredSize](#) ,
[VisualElement.IsLoaded](#) , [VisualElement.ChildrenReordered](#) , [VisualElement.Focused](#) ,
[VisualElement.MeasureInvalidated](#) , [VisualElement.SizeChanged](#) , [VisualElement.Unfocused](#) ,
[VisualElement.Loaded](#) , [VisualElement.Unloaded](#) , [NavigableElement.Navigation](#) ,
[StyleableElement.Style](#) , [StyleableElement.StyleClass](#) , [StyleableElement.class](#) ,
[Element.AutomationIdProperty](#) , [Element.ClassIdProperty](#) ,
[Element.MapAutomationPropertiesInAccessibleTree\(IElementHandler, Element\)](#) ,
[Element.MapAutomationPropertiesExcludedWithChildren\(IElementHandler, Element\)](#) ,
[Element.InsertLogicalChild\(int, Element\)](#) , [Element.AddLogicalChild\(Element\)](#) ,
[Element.RemoveLogicalChild\(Element\)](#) , [Element.ClearLogicalChildren\(\)](#) ,
[Element.FindByName\(string\)](#) , [Element.RemoveDynamicResource\(BindableProperty\)](#) ,
[Element.SetDynamicResource\(BindableProperty, string\)](#) ,
[Element.OnParentChanging\(ParentChangingEventArgs\)](#) , [Element.OnParentChanged\(\)](#) ,
[Element.OnHandlerChanging\(HandlerChangingEventArgs\)](#) , [Element.OnHandlerChanged\(\)](#) ,
[Element.AutomationId](#) , [Element.ClassId](#) , [Element.Effects](#) , [Element.Id](#) , [Element.StyleId](#) ,
[Element.Parent](#) , [Element.ChildAdded](#) , [Element.ChildRemoved](#) , [Element.DescendantAdded](#) ,
[Element.DescendantRemoved](#) , [Element.ParentChanging](#) , [Element.ParentChanged](#) ,
[Element.HandlerChanging](#) , [Element.HandlerChanged](#) , [BindableObject.BindingContextProperty](#) ,
[BindableObject.ClearValue\(BindableProperty\)](#) , [BindableObject.ClearValue\(BindablePropertyKey\)](#) ,
[BindableObject.GetValue\(BindableProperty\)](#) , [BindableObject.IsSet\(BindableProperty\)](#) ,
[BindableObject.RemoveBinding\(BindableProperty\)](#) ,

[BindableObject.SetBinding\(BindableProperty, BindingBase\)](#) , [BindableObject.ApplyBindings\(\)](#) ,
[BindableObject.OnPropertyChanging\(string\)](#) , [BindableObject.UnapplyBindings\(\)](#) ,
[BindableObject.SetValue\(BindableProperty, object\)](#) ,
[BindableObject.SetValue\(BindablePropertyKey, object\)](#) ,
[BindableObject.CoerceValue\(BindableProperty\)](#) , [BindableObject.CoerceValue\(BindablePropertyKey\)](#) ,
[BindableObject.Dispatcher](#) , [BindableObject.BindingContext](#) , [BindableObject.PropertyChanged](#) ,
[BindableObject.PropertyChanging](#) , [BindableObject.BindingContextChanged](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AppShell()

```
public AppShell()
```

Class MainActivity

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

```
[Activity(Theme = "@style/Maui.SplashTheme", MainLauncher = true, ConfigurationChanges =
ConfigChanges.Orientation|ConfigChanges.ScreenLayout|ConfigChanges.UiMode|ConfigChanges.ScreenSize|ConfigChanges.SmallestScreenSize|ConfigChanges.Density)]
public class MainActivity : MauiAppCompatActivity, IComponentCallbacks2,
IComponentCallbacks, KeyEvent.ICallback, LayoutInflater.IFactory2, LayoutInflater.IFactory,
View.IOnCreateContextMenuListener, Window.ICallback, KeyEventDispatcher.IComponent,
IFullyDrawnReporterOwner, IOnBackPressedDispatcherOwner, IContextAware,
IActivityResultCaller, IActivityResultRegistryOwner, IOnMultiWindowModeChangedProvider,
IOnNewIntentProvider, IOnPictureInPictureModeChangedProvider, IOnUserLeaveHintProvider,
IOnConfigurationChangedProvider, IOnTrimMemoryProvider, IMenuHost,
IHasDefaultViewModelProviderFactory, IViewModelStoreOwner, ISavedStateRegistryOwner,
ILifecycleOwner, ActivityCompat.IOnRequestPermissionsResultCallback,
ActivityCompat.IRequestPermissionsRequestCodeValidator,
ActionBarDrawerToggle.IDelegateProvider, IAppCompatCallback,
TaskStackBuilder.ISupportParentable, IJavaObject, IJavaPeerable, IDisposable
```

Inheritance

```
object ↵ ← Object ↵ ← Context ↵ ← ContextWrapper ↵ ← ContextThemeWrapper ↵ ← Activity ↵ ←
ComponentActivity ↵ ← ComponentActivity ↵ ← FragmentActivity ↵ ← AppCompatActivity ↵ ←
MauiAppCompatActivity ↵ ← MainActivity
```

Implements

```
IComponentCallbacks2 ↵, IComponentCallbacks ↵, KeyEvent ↵.ICallback ↵, LayoutInflater ↵.IFactory2 ↵,
LayoutInflater ↵.IFactory ↵, View ↵.IOnCreateContextMenuListener ↵, Window ↵.ICallback ↵,
KeyEventDispatcher ↵.IComponent ↵, IFullyDrawnReporterOwner ↵, IOnBackPressedDispatcherOwner ↵,
IContextAware ↵, IActivityResultCaller ↵, IActivityResultRegistryOwner ↵,
IOnMultiWindowModeChangedProvider ↵, IOnNewIntentProvider ↵,
IOnPictureInPictureModeChangedProvider ↵, IOnUserLeaveHintProvider ↵,
IOnConfigurationChangedProvider ↵, IOnTrimMemoryProvider ↵, IMenuHost ↵,
IHasDefaultViewModelProviderFactory ↵, IViewModelStoreOwner ↵, ISavedStateRegistryOwner ↵,
ILifecycleOwner ↵, ActivityCompat.IOnRequestPermissionsResultCallback ↵,
ActivityCompat.IRequestPermissionsRequestCodeValidator ↵,
ActionBarDrawerToggle.IDelegateProvider ↵, IAppCompatCallback ↵,
TaskStackBuilder.ISupportParentable ↵, IJavaObject ↵, IJavaPeerable ↵, IDisposable ↵
```

Inherited Members

[MauiCompatActivity.OnCreate\(Bundle\)](#) ,
[MauiCompatActivity.DispatchTouchEvent\(MotionEvent\)](#) ,
[MauiCompatActivity.OnActivityResult\(int, Result, Intent\)](#) ,
[MauiCompatActivity.OnBackPressed\(\)](#) ,
[MauiCompatActivity.OnConfigurationChanged\(Configuration\)](#) ,
[MauiCompatActivity.OnNewIntent\(Intent\)](#) , [MauiCompatActivity.OnPostCreate\(Bundle\)](#) ,
[MauiCompatActivity.OnPostResume\(\)](#) , [MauiCompatActivity.OnRestart\(\)](#) ,
[MauiCompatActivity.OnRequestPermissionsResult\(int, string\[\], Permission\[\]\)](#) ,
[MauiCompatActivity.OnRestoreInstanceState\(Bundle\)](#) ,
[MauiCompatActivity.AllowFragmentRestore](#) ,
[AppCompatActivity.OnCreateSupportNavigateUpTaskStack\(TaskStackBuilder\)](#) ,
[AppCompatActivity.OnLocalesChanged\(LocaleListCompat\)](#) ,
[AppCompatActivity.OnMenuItemSelected\(int, IMenuItem\)](#) ,
[AppCompatActivity.OnNightModeChanged\(int\)](#) ,
[AppCompatActivity.OnPrepareSupportNavigateUpTaskStack\(TaskStackBuilder\)](#) ,
[AppCompatActivity.OnSupportActionModeFinished\(ActionMode\)](#) ,
[AppCompatActivity.OnSupportActionModeStarted\(ActionMode\)](#) ,
[AppCompatActivity.OnSupportContentChanged\(\)](#) , [AppCompatActivity.OnSupportNavigateUp\(\)](#) ,
[AppCompatActivity.OnWindowStartingSupportActionMode\(ActionMode.ILCallback\)](#) ,
[AppCompatActivity.SetSupportActionBar\(Toolbar\)](#) , [AppCompatActivity.SetSupportProgress\(int\)](#) ,
[AppCompatActivity.SetSupportProgressBarIndeterminate\(bool\)](#) ,
[AppCompatActivity.SetSupportProgressBarIndeterminateVisibility\(bool\)](#) ,
[AppCompatActivity.SetSupportProgressBarVisibility\(bool\)](#) ,
[AppCompatActivity.StartSupportActionMode\(ActionMode.ILCallback\)](#) ,
[AppCompatActivity.SupportNavigateUpTo\(Intent\)](#) ,
[AppCompatActivity.SupportRequestWindowFeature\(int\)](#) ,
[AppCompatActivity.SupportShouldUpRecreateTask\(Intent\)](#) , [AppCompatActivity.Delegate](#) ,
[AppCompatActivity.DrawerToggleDelegate](#) , [AppCompatActivity.SupportActionBar](#) ,
[AppCompatActivity.SupportParentActivityIntent](#) , [FragmentActivity.OnAttachFragment\(Fragment\)](#) ,
[FragmentActivity.OnResumeFragments\(\)](#) ,
[FragmentActivity.SetEnterSharedElementCallback\(SharedElementCallback\)](#) ,
[FragmentActivity.SetExitSharedElementCallback\(SharedElementCallback\)](#) ,
[FragmentActivity.StartActivityFromFragment\(Fragment, Intent, int\)](#) ,
[FragmentActivity.StartActivityFromFragment\(Fragment, Intent, int, Bundle\)](#) ,
[FragmentActivity.StartIntentSenderFromFragment\(Fragment, IntentSender, int, Intent, int, int, int, Bundle\)](#) ,
[FragmentActivity.SupportFinishAfterTransition\(\)](#) , [FragmentActivity.SupportInvalidateOptionsMenu\(\)](#) ,
[FragmentActivity.SupportPostponeEnterTransition\(\)](#) ,
[FragmentActivity.SupportStartPostponedEnterTransition\(\)](#) ,
[FragmentActivity.ValidateRequestPermissionsRequestCode\(int\)](#) , [FragmentActivity.Lifecycle](#) ,

[FragmentActivity.SupportFragmentManager](#) , [FragmentActivity.SupportLoaderManager](#) ,
[ComponentActivity.AddMenuProvider\(IMenuProvider\)](#) ,
[ComponentActivity.AddMenuProvider\(IMenuProvider, ILifecycleOwner\)](#) ,
[ComponentActivity.AddMenuProvider\(IMenuProvider, ILifecycleOwner, Lifecycle.State\)](#) ,
[ComponentActivity.AddOnConfigurationChangedListener\(IConsumer\)](#) ,
[ComponentActivity.AddOnContextAvailableListener\(IOnContextAvailableListener\)](#) ,
[ComponentActivity.AddOnMultiWindowModeChangedListener\(IConsumer\)](#) ,
[ComponentActivity.AddOnNewIntentListener\(IConsumer\)](#) ,
[ComponentActivity.AddOnPictureInPictureModeChangedListener\(IConsumer\)](#) ,
[ComponentActivity.AddOnTrimMemoryListener\(IConsumer\)](#) ,
[ComponentActivity.AddOnUserLeaveHintListener\(IRunnable\)](#) ,
[ComponentActivity.InitializeViewTreeOwners\(\)](#) , [ComponentActivity.InvalidateMenu\(\)](#) ,
[ComponentActivity.OnRetainCustomNonConfigurationInstance\(\)](#) ,
[ComponentActivity.OnRetainNonConfigurationInstance\(\)](#) ,
[ComponentActivity.PeekAvailableContext\(\)](#) ,
[ComponentActivity.RegisterForActivityResult\(ActivityResultContract, IActivityResultCallback\)](#) ,
[ComponentActivity.RegisterForActivityResult\(ActivityResultContract, ActivityResultRegistry, IActivityResultCallback\)](#) ,
[ComponentActivity.RemoveMenuProvider\(IMenuProvider\)](#) ,
[ComponentActivity.RemoveOnConfigurationChangedListener\(IConsumer\)](#) ,
[ComponentActivity.RemoveOnContextAvailableListener\(IOnContextAvailableListener\)](#) ,
[ComponentActivity.RemoveOnMultiWindowModeChangedListener\(IConsumer\)](#) ,
[ComponentActivity.RemoveOnNewIntentListener\(IConsumer\)](#) ,
[ComponentActivity.RemoveOnPictureInPictureModeChangedListener\(IConsumer\)](#) ,
[ComponentActivity.RemoveOnTrimMemoryListener\(IConsumer\)](#) ,
[ComponentActivity.RemoveOnUserLeaveHintListener\(IRunnable\)](#) ,
[ComponentActivity.ActivityResultRegistry](#) , [ComponentActivity.DefaultViewModelCreationExtras](#) ,
[ComponentActivity.DefaultViewModelProviderFactory](#) , [ComponentActivity.FullyDrawnReporter](#) ,
[ComponentActivity.LastCustomNonConfigurationInstance](#) ,
[ComponentActivity.OnBackPressedDispatcher](#) , [ComponentActivity.SavedStateRegistry](#) ,
[ComponentActivity.ViewModelStore](#) , [ComponentActivity.ContextAvailable](#) ,
[ComponentActivity.GetExtraData\(Class\)](#) ,
[ComponentActivity.PutExtraData\(ComponentActivity.ExtraData\)](#) ,
[ComponentActivity.ShouldDumpInternalState\(string\[\]\)](#) ,
[ComponentActivity.SuperDispatchKeyEvent\(KeyEvent\)](#) , [Activity.FullscreenModeRequestEnter](#) ,
[Activity.FullscreenModeRequestExit](#) , [Activity.OverrideTransitionClose](#) ,
[Activity.OverrideTransitionOpen](#) , [Activity.FindViewById<T>\(int\)](#) , [Activity.RequireViewById<T>\(int\)](#) ,
[Activity.StartActivityForResult\(Type, int\)](#) , [Activity.RunOnUiThread\(Action\)](#) ,
[Activity.AddContentView\(View, ViewGroup.LayoutParams\)](#) ,
[Activity.ClearOverrideActivityTransition\(OverrideTransition\)](#) , [Activity.CloseContextMenu\(\)](#) ,

[Activity.CloseOptionsMenu\(\)](#) , [Activity.CreatePendingResult\(int, Intent, PendingIntentFlags\)](#) ,
[Activity.DismissDialog\(int\)](#) , [Activity.DismissKeyboardShortcutsHelper\(\)](#) ,
[Activity.DispatchGenericMotionEvent\(MotionEvent\)](#) , [Activity.DispatchKeyEvent\(KeyEvent\)](#) ,
[Activity.DispatchKeyShortcutEvent\(KeyEvent\)](#) ,
[Activity.DispatchPopulateAccessibilityEvent\(AccessibilityEvent\)](#) ,
[Activity.DispatchTrackballEvent\(MotionEvent\)](#) ,
[Activity.Dump\(string, FileDescriptor, PrintWriter, string\[\]\)](#) , [Activity.EnterPictureInPictureMode\(\)](#) ,
[Activity.EnterPictureInPictureMode\(PictureInPictureParams\)](#) , [Activity.FindViewById\(int\)](#) ,
[Activity.Finish\(\)](#) , [Activity.FinishActivity\(int\)](#) , [Activity.FinishActivityFromChild\(Activity, int\)](#) ,
[Activity.FinishAffinity\(\)](#) , [Activity.FinishAfterTransition\(\)](#) , [Activity.FinishAndRemoveTask\(\)](#) ,
[Activity.FinishFromChild\(Activity\)](#) , [Activity.GetPreferences\(FileCreationMode\)](#) ,
[Activity.InvalidateOptionsMenu\(\)](#) , [Activity.ManagedQuery\(Uri, string\[\], string, string\[\], string\)](#) ,
[Activity.MoveTaskToBack\(bool\)](#) , [Activity.NavigateUpTo\(Intent\)](#) ,
[Activity.NavigateUpToFromChild\(Activity, Intent\)](#) , [Activity.OnActionModeFinished\(ActionMode\)](#) ,
[Activity.OnActionModeStarted\(ActionMode\)](#) , [Activity.OnActivityReenter\(int, Intent\)](#) ,
[Activity.OnActivityResult\(int, Result, Intent, ComponentCaller\)](#) , [Activity.OnAttachedToWindow\(\)](#) ,
[Activity.OnAttachFragment\(Fragment\)](#) , [Activity.OnChildTitleChanged\(Activity, ICharSequence\)](#) ,
[Activity.OnChildTitleChanged\(Activity, string\)](#) , [Activity.OnContentChanged\(\)](#) ,
[Activity.OnContextItemSelected\(IMenuItem\)](#) , [Activity.OnContextMenuClosed\(IMenu\)](#) ,
[Activity.OnCreate\(Bundle, PersistableBundle\)](#) ,
[Activity.OnCreateContextMenu\(IContextMenu, View, IContextMenuContextMenuInfo\)](#) ,
[Activity.OnCreateDescriptionFormatted\(\)](#) , [Activity.OnCreateDescription\(\)](#) ,
[Activity.OnCreateDialog\(int, Bundle\)](#) , [Activity.OnCreateDialog\(int\)](#) ,
[Activity.OnCreateNavigateUpTaskStack\(TaskStackBuilder\)](#) , [Activity.OnCreateOptionsMenu\(IMenu\)](#) ,
[Activity.OnCreatePanelMenu\(int, IMenu\)](#) , [Activity.OnCreatePanelView\(int\)](#) ,
[Activity.OnCreateThumbnail\(Bitmap, Canvas\)](#) ,
[Activity.OncreateView\(View, string, Context, IAttributeSet\)](#) ,
[Activity.OncreateView\(string, Context, IAttributeSet\)](#) , [Activity.OnDestroy\(\)](#) ,
[Activity.OnDetachedFromWindow\(\)](#) , [Activity.OnEnterAnimationComplete\(\)](#) ,
[Activity.OnGenericMotionEvent\(MotionEvent\)](#) ,
[Activity.OnGetDirectActions\(CancellationSignal, IConsumer\)](#) ,
[Activity.OnKeyDown\(KeyCode, KeyEvent\)](#) , [Activity.OnKeyLongPress\(KeyCode, KeyEvent\)](#) ,
[Activity.OnKeyMultiple\(KeyCode, int, KeyEvent\)](#) , [Activity.OnKeyShortcut\(KeyCode, KeyEvent\)](#) ,
[Activity.OnKeyUp\(KeyCode, KeyEvent\)](#) , [Activity.OnLocalVoiceInteractionStarted\(\)](#) ,
[Activity.OnLocalVoiceInteractionStopped\(\)](#) , [Activity.OnLowMemory\(\)](#) ,
[Activity.OnMenuOpened\(int, IMenu\)](#) , [Activity.OnMultiWindowModeChanged\(bool, Configuration\)](#) ,
[Activity.OnMultiWindowModeChanged\(bool\)](#) , [Activity.OnNavigateUp\(\)](#) ,
[Activity.OnNavigateUpFromChild\(Activity\)](#) , [Activity.OnNewIntent\(Intent, ComponentCaller\)](#) ,
[Activity.OnOptionsItemSelected\(IMenuItem\)](#) , [Activity.OnOptionsMenuClosed\(IMenu\)](#) ,
[Activity.OnPanelClosed\(int, IMenu\)](#) , [Activity.OnPause\(\)](#) ,

[Activity.OnPerformDirectAction\(string, Bundle, CancellationSignal, IConsumer\)](#) ,
[Activity.OnPictureInPictureModeChanged\(bool, Configuration\)](#) ,
[Activity.OnPictureInPictureModeChanged\(bool\)](#) , [Activity.OnPictureInPictureRequested\(\)](#) ,
[Activity.OnPictureInPictureUiStateChanged\(PictureInPictureUiState\)](#) ,
[Activity.OnPostCreate\(Bundle, PersistableBundle\)](#) , [Activity.OnPrepareDialog\(int, Dialog, Bundle\)](#) ,
[Activity.OnPrepareDialog\(int, Dialog\)](#) , [Activity.OnPrepareNavigateUpTaskStack\(TaskStackBuilder\)](#) ,
[Activity.OnPrepareOptionsMenu\(IMenu\)](#) , [Activity.OnPreparePanel\(int, View, IMenu\)](#) ,
[Activity.OnProvideAssistContent\(AssistContent\)](#) , [Activity.OnProvideAssistData\(Bundle\)](#) ,
[Activity.OnProvideKeyboardShortcuts\(IList<KeyboardShortcutGroup>, IMenu, int\)](#) ,
[Activity.OnProvideReferrer\(\)](#) , [Activity.OnRequestPermissionsResult\(int, string\[\], Permission\[\], int\)](#) ,
[Activity.OnRestoreInstanceState\(Bundle, PersistableBundle\)](#) , [Activity.OnResume\(\)](#) ,
[Activity.OnSaveInstanceState\(Bundle, PersistableBundle\)](#) , [Activity.OnSaveInstanceState\(Bundle\)](#) ,
[Activity.OnSearchRequested\(\)](#) , [Activity.OnSearchRequested\(SearchEvent\)](#) , [Activity.OnStart\(\)](#) ,
[Activity.OnStateNotSaved\(\)](#) , [Activity.OnStop\(\)](#) , [Activity.OnTitleChanged\(ICharSequence, Color\)](#) ,
[Activity.OnTitleChanged\(string, Color\)](#) , [Activity.OnTopResumedActivityChanged\(bool\)](#) ,
[Activity.OnTouchEvent\(MotionEvent\)](#) , [Activity.OnTrackballEvent\(MotionEvent\)](#) ,
[Activity.OnTrimMemory\(TrimMemory\)](#) , [Activity.OnUserInteraction\(\)](#) , [Activity.OnUserLeaveHint\(\)](#) ,
[Activity.OnVisibleBehindCanceled\(\)](#) ,
[Activity.OnWindowAttributesChanged\(WindowManagerLayoutParams\)](#) ,
[Activity.OnWindowFocusChanged\(bool\)](#) ,
[Activity.OnWindowStartingActionMode\(ActionMode.ICallback, ActionModeType\)](#) ,
[Activity.OnWindowStartingActionMode\(ActionMode.ICallback\)](#) , [Activity.OpenContextMenu\(View\)](#) ,
[Activity.OpenOptionsMenu\(\)](#) , [Activity.OverrideActivityTransition\(OverrideTransition, int, int, int\)](#) ,
[Activity.OverrideActivityTransition\(OverrideTransition, int, int\)](#) ,
[Activity.OverridePendingTransition\(int, int, int\)](#) , [Activity.OverridePendingTransition\(int, int\)](#) ,
[Activity.PostponeEnterTransition\(\)](#) , [Activity.Recreate\(\)](#) ,
[Activity.RegisterActivityLifecycleCallbacks\(Application.IActivityLifecycleCallbacks\)](#) ,
[Activity.RegisterForContextMenu\(View\)](#) ,
[Activity.RegisterScreenCaptureCallback\(IExecutor, Activity.IScreenCaptureCallback\)](#) ,
[Activity.ReleaseInstance\(\)](#) , [Activity.RemoveDialog\(int\)](#) , [Activity.ReportFullyDrawn\(\)](#) ,
[Activity.RequestDragAndDropPermissions\(DragEvent\)](#) ,
[Activity.RequestFullscreenMode\(FullscreenModeRequest, IOutcomeReceiver\)](#) ,
[Activity.RequestPermissions\(string\[\], int, int\)](#) , [Activity.RequestPermissions\(string\[\], int\)](#) ,
[Activity.RequestShowKeyboardShortcuts\(\)](#) , [Activity.RequestVisibleBehind\(bool\)](#) ,
[Activity.RequestWindowFeature\(WindowFeatures\)](#) , [Activity.RequireViewById\(int\)](#) ,
[Activity.RunOnUiThread\(IRunnable\)](#) , [Activity.SetActionBar\(Toolbar\)](#) ,
[Activity.SetAllowCrossUidActivitySwitchFromBelow\(bool\)](#) ,
[Activity.SetContentView\(View, ViewGroup.LayoutParams\)](#) , [Activity.SetContentView\(View\)](#) ,
[Activity.SetContentView\(int\)](#) , [Activity.SetDefaultKeyMode\(DefaultKey\)](#) ,
[Activity.SetEnterSharedElementCallback\(SharedElementCallback\)](#) ,

[Activity.SetExitSharedElementCallback\(SharedElementCallback\)](#) ,
[Activity.SetFeatureDrawable\(WindowFeatures, Drawable\)](#) ,
[Activity.SetFeatureDrawableAlpha\(WindowFeatures, int\)](#) ,
[Activity.SetFeatureDrawableResource\(WindowFeatures, int\)](#) ,
[Activity.SetFeatureDrawableUri\(WindowFeatures, Uri\)](#) , [Activity.SetFinishOnTouchOutside\(bool\)](#) ,
[Activity.SetInheritShowWhenLocked\(bool\)](#) , [Activity.SetIntent\(Intent, ComponentCaller\)](#) ,
[Activity.SetLocusContext\(LocusId, Bundle\)](#) , [Activity.SetPersistent\(bool\)](#) ,
[Activity.SetPictureInPictureParams\(PictureInPictureParams\)](#) , [Activity.setProgress\(int\)](#) ,
[Activity.setProgressbarIndeterminate\(bool\)](#) , [Activity.setProgressbarIndeterminateVisibility\(bool\)](#) ,
[Activity.setProgressbarVisibility\(bool\)](#) , [Activity.setRecentsScreenshotEnabled\(bool\)](#) ,
[Activity.setResult\(Result, Intent\)](#) , [Activity.setResult\(Result\)](#) , [Activity.setSecondaryProgress\(int\)](#) ,
[Activity.setShouldDockBigOverlays\(bool\)](#) , [Activity.setShowWhenLocked\(bool\)](#) ,
[Activity.setTaskDescription\(ActivityManager.TaskDescription\)](#) , [Activity.setTitle\(int\)](#) ,
[Activity.setTranslucent\(bool\)](#) , [Activity.setTurnScreenOn\(bool\)](#) , [Activity.setVisible\(bool\)](#) ,
[Activity.setVrModeEnabled\(bool, ComponentName\)](#) , [Activity.ShouldDockBigOverlays\(\)](#) ,
[Activity.ShouldShowRequestPermissionRationale\(string, int\)](#) ,
[Activity.ShouldShowRequestPermissionRationale\(string\)](#) , [Activity.ShouldUpRecreateTask\(Intent\)](#) ,
[Activity.ShowAssist\(Bundle\)](#) , [Activity.ShowDialog\(int, Bundle\)](#) , [Activity.ShowDialog\(int\)](#) ,
[Activity.ShowLockTaskEscapeMessage\(\)](#) ,
[Activity.StartActionMode\(ActionMode.ICallback, ActionModeType\)](#) ,
[Activity.StartActionMode\(ActionMode.ICallback\)](#) , [Activity.startActivityForResult\(Intent, int, Bundle\)](#) ,
[Activity.startActivityForResult\(Intent, int\)](#) , [Activity.startActivityFromChild\(Activity, Intent, int, Bundle\)](#) ,
[Activity.startActivityFromChild\(Activity, Intent, int\)](#) ,
[Activity.startActivityFromFragment\(Fragment, Intent, int, Bundle\)](#) ,
[Activity.startActivityFromFragment\(Fragment, Intent, int\)](#) ,
[Activity.startActivityIfNeeded\(Intent, int, Bundle\)](#) , [Activity.startActivityIfNeeded\(Intent, int\)](#) ,
[Activity.startIntentSenderForResult\(IntentSender, int, Intent, ActivityFlags, ActivityFlags, int, Bundle\)](#) ,
[Activity.startIntentSenderForResult\(IntentSender, int, Intent, ActivityFlags, ActivityFlags, int\)](#) ,
[Activity.startIntentSenderFromChild\(Activity, IntentSender, int, Intent, ActivityFlags, ActivityFlags, int, Bundle\)](#) ,
[Activity.startIntentSenderFromChild\(Activity, IntentSender, int, Intent, ActivityFlags, ActivityFlags, int\)](#) ,
[Activity.startLocalVoiceInteraction\(Bundle\)](#) , [Activity.startLockTask\(\)](#) ,
[Activity.startManagingCursor\(ICursor\)](#) , [Activity.startNextMatchingActivity\(Intent, Bundle\)](#) ,
[Activity.startNextMatchingActivity\(Intent\)](#) , [Activity.startPostponedEnterTransition\(\)](#) ,
[Activity.startSearch\(string, bool, Bundle, bool\)](#) , [Activity.stopLocalVoiceInteraction\(\)](#) ,
[Activity.stopLockTask\(\)](#) , [Activity.stopManagingCursor\(ICursor\)](#) , [Activity.takeKeyEvents\(bool\)](#) ,
[Activity.triggerSearch\(string, Bundle\)](#) ,
[Activity.unregisterActivityLifecycleCallbacks\(Application.IActivityLifecycleCallbacks\)](#) ,
[Activity.unregisterForContextMenu\(View\)](#) ,
[Activity.unregisterScreenCaptureCallback\(Activity.IScreenCaptureCallback\)](#) , [Activity.FocusedStateSet](#) ,

[Activity.ActionBar](#) , [Activity.Application](#) , [Activity.Caller](#) , [Activity.CallingActivity](#) ,
[Activity.CallingPackage](#) , [Activity.ChangingConfigurations](#) , [Activity.ComponentName](#) ,
[Activity.ContentScene](#) , [Activity.ContentTransitionManager](#) , [Activity.CurrentCaller](#) ,
[Activity.CurrentFocus](#) , [Activity.FragmentManager](#) , [Activity.HasWindowFocus](#) ,
[Activity.Immersive](#) , [Activity.InitialCaller](#) , [Activity.InstanceCount](#) , [Activity.Intent](#) ,
[Activity.IsActivityTransitionRunning](#) , [Activity.IsChangingConfigurations](#) , [Activity.IsChild](#) ,
[Activity.IsDestroyed](#) , [Activity.IsFinishing](#) , [Activity.IsInMultiWindowMode](#) ,
[Activity.IsInPictureInPictureMode](#) , [Activity.IsLaunchedFromBubble](#) ,
[Activity.IsLocalVoiceInteractionSupported](#) , [Activity.IsTaskRoot](#) , [Activity.IsVoiceInteraction](#) ,
[Activity.IsVoiceInteractionRoot](#) , [Activity.LastNonConfigurationInstance](#) ,
[Activity.LaunchedFromPackage](#) , [Activity.LaunchedFromUid](#) , [Activity.LayoutInflater](#) ,
[Activity.LoaderManager](#) , [Activity.LocalClassName](#) , [Activity.MaxNumPictureInPictureActions](#) ,
[Activity.MediaController](#) , [Activity.MenuInflater](#) , [Activity.OnBackPressedDispatcher](#) ,
[Activity.Parent](#) , [Activity.ParentActivityIntent](#) , [Activity.Refferrer](#) , [Activity.RequestedOrientation](#) ,
[Activity.SearchEvent](#) , [Activity.SplashScreen](#) , [Activity.TaskId](#) , [Activity.TitleFormatted](#) ,
[Activity.Title](#) , [Activity.TitleColor](#) , [Activity.VoiceInteractor](#) , [Activity.VolumeControlStream](#) ,
[Activity.Window](#) , [Activity.WindowManager](#) ,
[ContextThemeWrapper.ApplyOverrideConfiguration\(Configuration\)](#) ,
[ContextThemeWrapper.OnApplyThemeResource\(Resources.Theme, int, bool\)](#) ,
[ContextThemeWrapper.SetTheme\(Resources.Theme\)](#) , [ContextWrapper.AttachBaseContext\(Context\)](#) ,
[ContextWrapper.BindService\(Intent, IServiceConnection, Bind\)](#) ,
[ContextWrapper.CheckCallingOrSelfPermission\(string\)](#) ,
[ContextWrapper.CheckCallingOrSelfUriPermission\(Uri, ActivityFlags\)](#) ,
[ContextWrapper.CheckCallingPermission\(string\)](#) ,
[ContextWrapper.CheckCallingUriPermission\(Uri, ActivityFlags\)](#) ,
[ContextWrapper.CheckPermission\(string, int, int\)](#) , [ContextWrapper.CheckSelfPermission\(string\)](#) ,
[ContextWrapper.CheckUriPermission\(Uri, int, int, ActivityFlags\)](#) ,
[ContextWrapper.CheckUriPermission\(Uri, string, string, int, int, ActivityFlags\)](#) ,
[ContextWrapper.ClearWallpaper\(\)](#) , [ContextWrapper.CreateConfigurationContext\(Configuration\)](#) ,
[ContextWrapper.CreateContextForSplit\(string\)](#) ,
[ContextWrapper.CreateDeviceProtectedStorageContext\(\)](#) ,
[ContextWrapper.CreateDisplayContext\(Display\)](#) ,
[ContextWrapper.CreatePackageContext\(string, PackageContextFlags\)](#) ,
[ContextWrapper.DatabaseList\(\)](#) , [ContextWrapper.DeleteDatabase\(string\)](#) ,
[ContextWrapper.DeleteFile\(string\)](#) , [ContextWrapper.DeleteSharedPreferences\(string\)](#) ,
[ContextWrapper.EnforceCallingOrSelfPermission\(string, string\)](#) ,
[ContextWrapper.EnforceCallingOrSelfUriPermission\(Uri, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforceCallingPermission\(string, string\)](#) ,
[ContextWrapper.EnforceCallingUriPermission\(Uri, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforcePermission\(string, int, int, string\)](#) ,

[ContextWrapper.EnforceUriPermission\(Uri, int, int, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforceUriPermission\(Uri, string, string, int, int, ActivityFlags, string\)](#) ,
[ContextWrapper.FileList\(\)](#) , [ContextWrapper.GetDatabasePath\(string\)](#) ,
[ContextWrapper.GetDir\(string, FileCreationMode\)](#) , [ContextWrapper.GetExternalCacheDirs\(\)](#) ,
[ContextWrapper.GetExternalFilesDir\(string\)](#) , [ContextWrapper.GetExternalFilesDirs\(string\)](#) ,
[ContextWrapper.GetExternalMediaDirs\(\)](#) , [ContextWrapper.GetFileStreamPath\(string\)](#) ,
[ContextWrapper.GetObbDirs\(\)](#) , [ContextWrapper.GetSharedPreferences\(string, FileCreationMode\)](#) ,
[ContextWrapper.GetService\(string\)](#) , [ContextWrapper.GetSystemServiceName\(Class\)](#) ,
[ContextWrapper.GrantUriPermission\(string, Uri, ActivityFlags\)](#) ,
[ContextWrapper.MoveDatabaseFrom\(Context, string\)](#) ,
[ContextWrapper.MoveSharedPreferencesFrom\(Context, string\)](#) ,
[ContextWrapper.OpenFileInput\(string\)](#) , [ContextWrapper.OpenFileOutput\(string, FileCreationMode\)](#) ,
[ContextWrapper.OpenOrCreateDatabase\(string, FileCreationMode, SQLiteDatabase.ICursorFactory, IErrorHandler\)](#) ,
[ContextWrapper.OpenOrCreateDatabase\(string, FileCreationMode, SQLiteDatabase.ICursorFactory\)](#) ,
[ContextWrapper.PeekWallpaper\(\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, ActivityFlags\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler, ActivityFlags\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter\)](#) ,
[ContextWrapper.RemoveStickyBroadcast\(Intent\)](#) ,
[ContextWrapper.RemoveStickyBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.RevokeUriPermission\(Uri, ActivityFlags\)](#) ,
[ContextWrapper.RevokeUriPermission\(string, Uri, ActivityFlags\)](#) ,
[ContextWrapper.SendBroadcast\(Intent, string\)](#) , [ContextWrapper.SendBroadcast\(Intent\)](#) ,
[ContextWrapper.SendBroadcastAsUser\(Intent, UserHandle, string\)](#) ,
[ContextWrapper.SendBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.SendOrderedBroadcast\(Intent, int, string, string, BroadcastReceiver, Handler, string, Bundle, Bundle\)](#) ,
[ContextWrapper.SendOrderedBroadcast\(Intent, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SendOrderedBroadcast\(Intent, string\)](#) ,
[ContextWrapper.SendOrderedBroadcastAsUser\(Intent, UserHandle, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SendStickyBroadcast\(Intent\)](#) ,
[ContextWrapper.SendStickyBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.SendStickyOrderedBroadcast\(Intent, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SendStickyOrderedBroadcastAsUser\(Intent, UserHandle, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,

[ContextWrapper.SetTheme\(int\)](#) , [ContextWrapper.SetWallpaper\(Bitmap\)](#) ,
[ContextWrapper.SetWallpaper\(Stream\)](#) , [ContextWrapper.StartActivities\(Intent\[\], Bundle\)](#) ,
[ContextWrapper.StartActivities\(Intent\[\]\)](#) , [ContextWrapper.StartActivity\(Intent, Bundle\)](#) ,
[ContextWrapper.StartActivity\(Intent\)](#) , [ContextWrapper.StartForegroundService\(Intent\)](#) ,
[ContextWrapper.StartInstrumentation\(ComponentName, string, Bundle\)](#) ,
[ContextWrapper.StartIntentSender\(IntentSender, Intent, ActivityFlags, ActivityFlags, int, Bundle\)](#) ,
[ContextWrapper.StartIntentSender\(IntentSender, Intent, ActivityFlags, ActivityFlags, int\)](#) ,
[ContextWrapper.StartService\(Intent\)](#) , [ContextWrapper.StopService\(Intent\)](#) ,
[ContextWrapper.UnbindService\(IServiceConnection\)](#) ,
[ContextWrapper.UnregisterReceiver\(BroadcastReceiver\)](#) , [ContextWrapper.ApplicationContext](#) ,
[ContextWrapper.ApplicationInfo](#) , [ContextWrapper.Assets](#) , [ContextWrapper.BaseContext](#) ,
[ContextWrapper.CacheDir](#) , [ContextWrapper.ClassLoader](#) , [ContextWrapper.CodeCacheDir](#) ,
[ContextWrapper.ContentResolver](#) , [ContextWrapper.DataDir](#) , [ContextWrapper.ExternalCacheDir](#) ,
[ContextWrapper.FilesDir](#) , [ContextWrapper.IsDeviceProtectedStorage](#) ,
[ContextWrapper.MainLooper](#) , [ContextWrapper.NoBackupFilesDir](#) , [ContextWrapper.ObbDir](#) ,
[ContextWrapper.PackageCodePath](#) , [ContextWrapper.PackageManager](#) ,
[ContextWrapper.PackageName](#) , [ContextWrapper.PackageResourcePath](#) ,
[ContextWrapper.Resources](#) , [ContextWrapper.Theme](#) , [ContextWrapper.Wallpaper](#) ,
[ContextWrapper.WallpaperDesiredMinimumHeight](#) ,
[ContextWrapper.WallpaperDesiredMinimumWidth](#) , [Context.ReceiverVisibleToInstantApps](#) ,
[Context.AccessibilityService](#) , [Context.AccountService](#) , [Context.ActivityService](#) ,
[Context.AlarmService](#) , [Context.AppOpsService](#) , [Context.AppSearchService](#) ,
[Context.AppwidgetService](#) , [Context.AudioService](#) , [Context.BatteryService](#) ,
[Context.BindAllowActivityStarts](#) , [Context.BindExternalServiceLong](#) , [Context.BindNotPerceptible](#) ,
[Context.BindPackageIsolatedProcess](#) , [Context.BindSharedIsolatedProcess](#) ,
[Context.BiometricService](#) , [Context.BlobStoreService](#) , [Context.BluetoothService](#) ,
[Context.BugreportService](#) , [Context.CameraService](#) , [Context.CaptioningService](#) ,
[Context.CarrierConfigService](#) , [Context.ClipboardService](#) , [Context.CompanionDeviceService](#) ,
[Context.ConnectivityDiagnosticsService](#) , [Context.ConnectivityService](#) , [Context.ConsumerIrService](#) ,
[Context.ContactKeysService](#) , [Context.CredentialService](#) , [Context.CrossProfileAppsService](#) ,
[Context.DeviceIdDefault](#) , [Context.DeviceIdInvalid](#) , [Context.DeviceLockService](#) ,
[Context.DevicePolicyService](#) , [Context.DisplayHashService](#) , [Context.DisplayService](#) ,
[Context.DomainVerificationService](#) , [Context.DownloadService](#) , [Context.DropboxService](#) ,
[Context.EuiccService](#) , [Context.FileIntegrityService](#) , [Context.FingerprintService](#) ,
[Context.GameService](#) , [Context.GrammaticalInflectionService](#) , [Context.HardwarePropertiesService](#) ,
[Context.HealthconnectService](#) , [Context.InputMethodService](#) , [Context.InputService](#) ,
[Context.IpsecService](#) , [Context.JobSchedulerService](#) , [Context.KeyguardService](#) ,
[Context.LauncherAppsService](#) , [Context.LayoutInflaterService](#) , [Context.LocaleService](#) ,
[Context.LocationService](#) , [Context.MediaCommunicationService](#) , [Context.MediaMetricsService](#) ,
[Context.MediaProjectionService](#) , [Context.MediaRouterService](#) , [Context.MediaSessionService](#) ,

[Context.MidiService](#) , [Context.NetworkStatsService](#) , [Context.NfcService](#) ,
[Context.NotificationService](#) , [Context.NsdService](#) , [Context.OverlayService](#) ,
[Context.PeopleService](#) , [Context.PerformanceHintService](#) , [Context.PersistentDataBlockService](#) ,
[Context.PowerService](#) , [Context.PrintService](#) , [Context.ProfilingService](#) , [Context.ReceiverExported](#) ,
[Context.ReceiverNotExported](#) , [Context.RestrictionsService](#) , [Context.RoleService](#) ,
[Context.SearchService](#) , [Context.SecurityStateService](#) , [Context.SensorService](#) ,
[Context.ShortcutService](#) , [Context.StatusBarService](#) , [Context.StorageService](#) ,
[Context.StorageStatsService](#) , [Context.SystemHealthService](#) , [Context.TelemcomService](#) ,
[Context.TelephonyImsService](#) , [Context.TelephonyService](#) , [Context.TelephonySubscriptionService](#) ,
[Context.TextClassificationService](#) , [Context.TextServicesManagerService](#) , [Context.TvInputService](#) ,
[Context.TvInteractiveAppService](#) , [Context.UiModeService](#) , [Context.UsageStatsService](#) ,
[Context.UsbService](#) , [Context.UserService](#) , [Context.VibratorManagerService](#) ,
[Context.VibratorService](#) , [Context.VirtualDeviceService](#) , [Context.VpnManagementService](#) ,
[Context.WallpaperService](#) , [Context.WifiAwareService](#) , [Context.WifiP2pService](#) ,
[Context.WifiRttRangingService](#) , [Context.WifiService](#) , [Context.WindowService](#) ,
[Context.StartActivity\(Type\)](#) , [Context.RegisterReceiver\(BroadcastReceiver, IntentFilter, ReceiverFlags\)](#) ,
[Context.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler, ReceiverFlags\)](#) ,
[Context.BindIsolatedService\(Intent, Context.BindServiceFlags, string, IExecutor, IServiceConnection\)](#) ,
[Context.BindIsolatedService\(Intent, int, string, IExecutor, IServiceConnection\)](#) ,
[Context.BindService\(Intent, Context.BindServiceFlags, IExecutor, IServiceConnection\)](#) ,
[Context.BindService\(Intent, IServiceConnection, Context.BindServiceFlags\)](#) ,
[Context.BindService\(Intent, Bind, IExecutor, IServiceConnection\)](#) ,
[Context.BindServiceAsUser\(Intent, IServiceConnection, Context.BindServiceFlags, UserHandle\)](#) ,
[Context.BindServiceAsUser\(Intent, IServiceConnection, int, UserHandle\)](#) ,
[Context.CheckCallingOrSelfUriPermissions\(IList<Uri>, int\)](#) ,
[Context.CheckCallingUriPermissions\(IList<Uri>, int\)](#) ,
[Context.CheckContentUriPermissionFull\(Uri, int, int, ActivityFlags\)](#) ,
[Context.CheckUriPermissions\(IList<Uri>, int, int, int\)](#) , [Context.CreateAttributionContext\(string\)](#) ,
[Context.CreateContext\(ContextParams\)](#) , [Context.CreateDeviceContext\(int\)](#) ,
[Context.CreateWindowContext\(Display, int, Bundle\)](#) , [Context.CreateWindowContext\(int, Bundle\)](#) ,
[Context.GetColor\(int\)](#) , [Context.GetColorStateList\(int\)](#) , [Context.GetDrawable\(int\)](#) ,
[Context.GetString\(int, params Object\[\]\)](#) , [Context.GetString\(int\)](#) , [Context.GetSystemService\(Class\)](#) ,
[Context.GetTextFormatted\(int\)](#) , [Context.GetText\(int\)](#) ,
[Context.ObtainStyledAttributes\(IAttributeSet, int\[\], int, int\)](#) ,
[Context.ObtainStyledAttributes\(IAttributeSet, int\[\]\)](#) , [Context.ObtainStyledAttributes\(int, int\[\]\)](#) ,
[Context.ObtainStyledAttributes\(int\[\]\)](#) , [Context.RegisterComponentCallbacks\(IComponentCallbacks\)](#) ,
[Context.RegisterDeviceIdChangeListener\(IExecutor, IIntConsumer\)](#) ,
[Context.RevokeSelfPermissionOnKill\(string\)](#) ,
[Context.RevokeSelfPermissionOnKill\(Collection<string>\)](#) ,
[Context.SendBroadcast\(Intent, string, Bundle\)](#) ,

[Context.SendBroadcastWithMultiplePermissions\(Intent, string\[\]\)](#) ,
[Context.SendOrderedBroadcast\(Intent, string, Bundle, BroadcastReceiver, Handler, Result, string, Bundle\)](#)
,

[Context.SendOrderedBroadcast\(Intent, string, Bundle\)](#) ,
[Context.SendOrderedBroadcast\(Intent, string, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#)

,

[Context.SendStickyBroadcast\(Intent, Bundle\)](#) ,
[Context.UnregisterComponentCallbacks\(IComponentCallbacks\)](#) ,
[Context.UnregisterDeviceIdChangeListener\(IIntConsumer\)](#) ,
[Context.UpdateServiceGroup\(IServiceConnection, int, int\)](#) , [Context.AttributionSource](#) ,
[Context.AttributionTag](#) , [Context.DeviceId](#) , [Context.Display](#) , [Context.IsRestricted](#) ,
[Context.IsUiContext](#) , [Context.MainExecutor](#) , [Context.OpPackageName](#) , [Context.Params](#) ,
[Object.Dispose\(\)](#) , [Object.Dispose\(bool\)](#) , [Object.GetObject<T>\(nint, nint, JniHandleOwnership\)](#) ,
[Object.GetObject<T>\(nint, JniHandleOwnership\)](#) , [ObjectFromArray<T>\(T\[\]\)](#) , [Object.Clone\(\)](#) ,
[Object.Equals\(Object\)](#) , [Object.JavaFinalize\(\)](#) , [Object.GetHashCode\(\)](#) , [Object.Notify\(\)](#) ,
[Object.NotifyAll\(\)](#) , [Object.ToString\(\)](#) , [Object.Wait\(\)](#) , [Object.Wait\(long, int\)](#) , [Object.Wait\(long\)](#) ,
[Object.Class](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Class MainApplication

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

```
[Application]
public class MainApplication : MauiApplication, IComponentCallbacks2, IComponentCallbacks,
IJavaObject, IJavaPeerable, IDisposable, IPlatformApplication
```

Inheritance

[object](#) ← [Object](#) ← [Context](#) ← [ContextWrapper](#) ← [Application](#) ← [MauiApplication](#) ← MainApplication

Implements

[IComponentCallbacks2](#), [IComponentCallbacks](#), [IJavaObject](#), [IJavaPeerable](#), [IDisposable](#), [IPlatformApplication](#)

Inherited Members

[MauiApplication.OnCreate\(\)](#), [MauiApplication.OnLowMemory\(\)](#),
[MauiApplication.OnTrimMemory\(TrimMemory\)](#),
[MauiApplication.OnConfigurationChanged\(Configuration\)](#), [MauiApplication.Current](#),
[MauiApplication.Services](#), [MauiApplication.Application](#), [Application.OnTerminate\(\)](#),
[Application.RegisterActivityLifecycleCallbacks\(Application.IActivityLifecycleCallbacks\)](#),
[Application.RegisterOnProvideAssistDataListener\(Application.IOnProvideAssistDataListener\)](#),
[Application.UnregisterActivityLifecycleCallbacks\(Application.IActivityLifecycleCallbacks\)](#),
[Application.UnregisterOnProvideAssistDataListener\(Application.IOnProvideAssistDataListener\)](#),
[Application.Context](#), [Application.SynchronizationContext](#), [Application.ProcessName](#),
[ContextWrapper.AttachBaseContext\(Context\)](#),
[ContextWrapper.BindService\(Intent, IServiceConnection, Bind\)](#),
[ContextWrapper.CheckCallingOrSelfPermission\(string\)](#),
[ContextWrapper.CheckCallingOrSelfUriPermission\(Uri, ActivityFlags\)](#),
[ContextWrapper.CheckCallingPermission\(string\)](#),
[ContextWrapper.CheckCallingUriPermission\(Uri, ActivityFlags\)](#),
[ContextWrapper.CheckPermission\(string, int, int\)](#), [ContextWrapper.CheckSelfPermission\(string\)](#),
[ContextWrapper.CheckUriPermission\(Uri, int, int, ActivityFlags\)](#),
[ContextWrapper.CheckUriPermission\(Uri, string, string, int, int, ActivityFlags\)](#),
[ContextWrapper.ClearWallpaper\(\)](#), [ContextWrapper.CreateConfigurationContext\(Configuration\)](#),
[ContextWrapper.CreateContextForSplit\(string\)](#),
[ContextWrapper.CreateDeviceProtectedStorageContext\(\)](#),

[ContextWrapper.CreateDisplayContext\(Display\)](#) ,
[ContextWrapper.CreatePackageContext\(string, PackageContextFlags\)](#) ,
[ContextWrapper.DatabaseList\(\)](#) , [ContextWrapper.DeleteDatabase\(string\)](#) ,
[ContextWrapper.DeleteFile\(string\)](#) , [ContextWrapper.DeleteSharedPreferences\(string\)](#) ,
[ContextWrapper.EnforceCallingOrSelfPermission\(string, string\)](#) ,
[ContextWrapper.EnforceCallingOrSelfUriPermission\(Uri, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforceCallingPermission\(string, string\)](#) ,
[ContextWrapper.EnforceCallingUriPermission\(Uri, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforcePermission\(string, int, int, string\)](#) ,
[ContextWrapper.EnforceUriPermission\(Uri, int, int, ActivityFlags, string\)](#) ,
[ContextWrapper.EnforceUriPermission\(Uri, string, string, int, int, ActivityFlags, string\)](#) ,
[ContextWrapper.FileList\(\)](#) , [ContextWrapper.GetDatabasePath\(string\)](#) ,
[ContextWrapper.GetDir\(string, FileCreationMode\)](#) , [ContextWrapper.GetExternalCacheDirs\(\)](#) ,
[ContextWrapper.GetExternalFilesDir\(string\)](#) , [ContextWrapper.GetExternalFilesDirs\(string\)](#) ,
[ContextWrapper.GetExternalMediaDirs\(\)](#) , [ContextWrapper.GetFileStreamPath\(string\)](#) ,
[ContextWrapper.GetObbDirs\(\)](#) , [ContextWrapper.GetSharedPreferences\(string, FileCreationMode\)](#) ,
[ContextWrapper.GetService\(string\)](#) , [ContextWrapper.GetSystemServiceName\(Class\)](#) ,
[ContextWrapper.GrantUriPermission\(string, Uri, ActivityFlags\)](#) ,
[ContextWrapper.MoveDatabaseFrom\(Context, string\)](#) ,
[ContextWrapper.MoveSharedPreferencesFrom\(Context, string\)](#) ,
[ContextWrapper.OpenFileInput\(string\)](#) , [ContextWrapper.OpenFileOutput\(string, FileCreationMode\)](#) ,
[ContextWrapper.OpenOrCreateDatabase\(string, FileCreationMode, SQLiteDatabase.ICursorFactory, IErrorHandler\)](#) ,
[ContextWrapper.OpenOrCreateDatabase\(string, FileCreationMode, SQLiteDatabase.ICursorFactory\)](#) ,
[ContextWrapper.PeekWallpaper\(\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, ActivityFlags\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler, ActivityFlags\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler\)](#) ,
[ContextWrapper.RegisterReceiver\(BroadcastReceiver, IntentFilter\)](#) ,
[ContextWrapper.RemoveStickyBroadcast\(Intent\)](#) ,
[ContextWrapper.RemoveStickyBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.RevokeUriPermission\(Uri, ActivityFlags\)](#) ,
[ContextWrapper.RevokeUriPermission\(string, Uri, ActivityFlags\)](#) ,
[ContextWrapper.SendBroadcast\(Intent, string\)](#) , [ContextWrapper.SendBroadcast\(Intent\)](#) ,
[ContextWrapper.SendBroadcastAsUser\(Intent, UserHandle, string\)](#) ,
[ContextWrapper.SendBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.SendOrderedBroadcast\(Intent, int, string, string, BroadcastReceiver, Handler, string, Bundle, Bundle\)](#) ,
[ContextWrapper.SendOrderedBroadcast\(Intent, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
 ,

[ContextWrapper.SendOrderedBroadcast\(Intent, string\)](#) ,
[ContextWrapper.SendOrderedBroadcastAsUser\(Intent, UserHandle, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SendStickyBroadcast\(Intent\)](#) ,
[ContextWrapper.SendStickyBroadcastAsUser\(Intent, UserHandle\)](#) ,
[ContextWrapper.SendStickyOrderedBroadcast\(Intent, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SendStickyOrderedBroadcastAsUser\(Intent, UserHandle, BroadcastReceiver, Handler, Result, string, Bundle\)](#) ,
[ContextWrapper.SetTheme\(int\)](#) , [ContextWrapper.SetWallpaper\(Bitmap\)](#) ,
[ContextWrapper.SetWallpaper\(Stream\)](#) , [ContextWrapper.StartActivities\(Intent\[\], Bundle\)](#) ,
[ContextWrapper.StartActivities\(Intent\[\]\)](#) , [ContextWrapper.StartActivity\(Intent, Bundle\)](#) ,
[ContextWrapper.StartActivity\(Intent\)](#) , [ContextWrapper.StartForegroundService\(Intent\)](#) ,
[ContextWrapper.StartInstrumentation\(ComponentName, string, Bundle\)](#) ,
[ContextWrapper.StartIntentSender\(IntentSender, Intent, ActivityFlags, ActivityFlags, int, Bundle\)](#) ,
[ContextWrapper.StartIntentSender\(IntentSender, Intent, ActivityFlags, ActivityFlags, int\)](#) ,
[ContextWrapper.StartService\(Intent\)](#) , [ContextWrapper.StopService\(Intent\)](#) ,
[ContextWrapper.UnbindService\(IServiceConnection\)](#) ,
[ContextWrapper.UnregisterReceiver\(BroadcastReceiver\)](#) , [ContextWrapper.ApplicationContext](#) ,
[ContextWrapper.ApplicationInfo](#) , [ContextWrapper.Assets](#) , [ContextWrapper.BaseContext](#) ,
[ContextWrapper.CacheDir](#) , [ContextWrapper.ClassLoader](#) , [ContextWrapper.CodeCacheDir](#) ,
[ContextWrapper.ContentResolver](#) , [ContextWrapper.DataDir](#) , [ContextWrapper.ExternalCacheDir](#) ,
[ContextWrapper.FilesDir](#) , [ContextWrapper.IsDeviceProtectedStorage](#) ,
[ContextWrapper.MainLooper](#) , [ContextWrapper.NoBackupFilesDir](#) , [ContextWrapper.ObbDir](#) ,
[ContextWrapper.PackageCodePath](#) , [ContextWrapper.PackageManager](#) ,
[ContextWrapper.PackageName](#) , [ContextWrapper.PackageResourcePath](#) ,
[ContextWrapper.Resources](#) , [ContextWrapper.Theme](#) , [ContextWrapper.Wallpaper](#) ,
[ContextWrapper.WallpaperDesiredMinimumHeight](#) ,
[ContextWrapper.WallpaperDesiredMinimumWidth](#) , [Context.ReceiverVisibleToInstantApps](#) ,
[Context.AccessibilityService](#) , [Context.AccountService](#) , [Context.ActivityService](#) ,
[Context.AlarmService](#) , [Context.AppOpsService](#) , [Context.AppSearchService](#) ,
[Context.AppwidgetService](#) , [Context.AudioService](#) , [Context.BatteryService](#) ,
[Context.BindAllowActivityStarts](#) , [Context.BindExternalServiceLong](#) , [Context.BindNotPerceptible](#) ,
[Context.BindPackageIsolatedProcess](#) , [Context.BindSharedIsolatedProcess](#) ,
[Context.BiometricService](#) , [Context.BlobStoreService](#) , [Context.BluetoothService](#) ,
[Context.BugreportService](#) , [Context.CameraService](#) , [Context.CaptioningService](#) ,
[Context.CarrierConfigService](#) , [Context.ClipboardService](#) , [Context.CompanionDeviceService](#) ,
[Context.ConnectivityDiagnosticsService](#) , [Context.ConnectivityService](#) , [Context.ConsumerIrService](#) ,
[Context.ContactKeysService](#) , [Context.CredentialService](#) , [Context.CrossProfileAppsService](#) ,
[Context.DeviceIdDefault](#) , [Context.DeviceIdInvalid](#) , [Context.DeviceLockService](#) ,

[Context.DevicePolicyService](#) , [Context.DisplayHashService](#) , [Context.DisplayService](#) ,
[Context.DomainVerificationService](#) , [Context.DownloadService](#) , [Context.DropboxService](#) ,
[Context.EuiccService](#) , [Context.FileIntegrityService](#) , [Context.FingerprintService](#) ,
[Context.GameService](#) , [Context.GrammaticalInflectionService](#) , [Context.HardwarePropertiesService](#) ,
[Context.HealthconnectService](#) , [Context.InputMethodService](#) , [Context.InputService](#) ,
[Context.IpsecService](#) , [Context.JobSchedulerService](#) , [Context.KeyguardService](#) ,
[Context.LauncherAppsService](#) , [Context.LayoutInflaterService](#) , [Context.LocaleService](#) ,
[Context.LocationService](#) , [Context.MediaCommunicationService](#) , [Context.MediaMetricsService](#) ,
[Context.MediaProjectionService](#) , [Context.MediaRouterService](#) , [Context.MediaSessionService](#) ,
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[Context.NotificationService](#) , [Context.NsdService](#) , [Context.OverlayService](#) ,
[Context.PeopleService](#) , [Context.PerformanceHintService](#) , [Context.PersistentDataBlockService](#) ,
[Context.PowerService](#) , [Context.PrintService](#) , [Context.ProfilingService](#) , [Context.ReceiverExported](#) ,
[Context.ReceiverNotExported](#) , [Context.RestrictionsService](#) , [Context.RoleService](#) ,
[Context.SearchService](#) , [Context.SecurityStateService](#) , [Context.SensorService](#) ,
[Context.ShortcutService](#) , [Context.StatusBarService](#) , [Context.StorageService](#) ,
[Context.StorageStatsService](#) , [Context.SystemHealthService](#) , [Context.TelemcomService](#) ,
[Context.TelephonyImsService](#) , [Context.TelephonyService](#) , [Context.TelephonySubscriptionService](#) ,
[Context.TextClassificationService](#) , [Context.TextServicesManagerService](#) , [Context.TvInputService](#) ,
[Context.TvInteractiveAppService](#) , [Context.UiModeService](#) , [Context.UsageStatsService](#) ,
[Context.UsbService](#) , [Context.UserService](#) , [Context.VibratorManagerService](#) ,
[Context.VibratorService](#) , [Context.VirtualDeviceService](#) , [Context.VpnManagementService](#) ,
[Context.WallpaperService](#) , [Context.WifiAwareService](#) , [Context.WifiP2pService](#) ,
[Context.WifiRttRangingService](#) , [Context.WifiService](#) , [Context.WindowService](#) ,
[Context.StartActivity\(Type\)](#) , [Context.RegisterReceiver\(BroadcastReceiver, IntentFilter, ReceiverFlags\)](#) ,
[Context.RegisterReceiver\(BroadcastReceiver, IntentFilter, string, Handler, ReceiverFlags\)](#) ,
[Context.BindIsolatedService\(Intent, Context.BindServiceFlags, string, IExecutor, IServiceConnection\)](#) ,
[Context.BindIsolatedService\(Intent, int, string, IExecutor, IServiceConnection\)](#) ,
[Context.BindService\(Intent, Context.BindServiceFlags, IExecutor, IServiceConnection\)](#) ,
[Context.BindService\(Intent, IServiceConnection, Context.BindServiceFlags\)](#) ,
[Context.BindService\(Intent, Bind, IExecutor, IServiceConnection\)](#) ,
[Context.BindServiceAsUser\(Intent, IServiceConnection, Context.BindServiceFlags, UserHandle\)](#) ,
[Context.BindServiceAsUser\(Intent, IServiceConnection, int, UserHandle\)](#) ,
[Context.CheckCallingOrSelfPermissionPermissions\(IList<Uri>, int\)](#) ,
[Context.CheckCallingUriPermissions\(IList<Uri>, int\)](#) ,
[Context.CheckContentUriPermissionFull\(Uri, int, int, ActivityFlags\)](#) ,
[Context.CheckUriPermissions\(IList<Uri>, int, int, int\)](#) , [Context.CreateAttributionContext\(string\)](#) ,
[Context.CreateContext\(ContextParams\)](#) , [Context.CreateDeviceContext\(int\)](#) ,
[Context.CreateWindowContext\(Display, int, Bundle\)](#) , [Context.CreateWindowContext\(int, Bundle\)](#) ,
[Context.GetColor\(int\)](#) , [Context.GetColorStateList\(int\)](#) , [Context.GetDrawable\(int\)](#) ,

[Context.GetString\(int, params Object\[\]\)](#) , [Context.GetString\(int\)](#) , [Context.GetSystemService\(Class\)](#) ,
[Context.GetTextFormatted\(int\)](#) , [Context.GetText\(int\)](#) ,
[Context.ObtainStyledAttributes\(IAttributeSet, int\[\], int, int\)](#) ,
[Context.ObtainStyledAttributes\(IAttributeSet, int\[\]\)](#) , [Context.ObtainStyledAttributes\(int, int\[\]\)](#) ,
[Context.ObtainStyledAttributes\(int\[\]\)](#) , [Context.RegisterComponentCallbacks\(IComponentCallbacks\)](#) ,
[Context.RegisterDeviceIdChangeListener\(IExecutor, IIntConsumer\)](#) ,
[Context.RevokeSelfPermissionOnKill\(string\)](#) ,
[Context.RevokeSelfPermissionOnKill\(ICollection<string>\)](#) ,
[Context.SendBroadcast\(Intent, string, Bundle\)](#) ,
[Context.SendBroadcastWithMultiplePermissions\(Intent, string\[\]\)](#) ,
[Context.SendOrderedBroadcast\(Intent, string, Bundle, BroadcastReceiver, Handler, Result, string, Bundle\)](#)
, ,
[Context.SendOrderedBroadcast\(Intent, string, Bundle\)](#) ,
[Context.SendOrderedBroadcast\(Intent, string, string, BroadcastReceiver, Handler, Result, string, Bundle\)](#)
,
[Context.SendStickyBroadcast\(Intent, Bundle\)](#) ,
[Context.UnregisterComponentCallbacks\(IComponentCallbacks\)](#) ,
[Context.UnregisterDeviceIdChangeListener\(IIntConsumer\)](#) ,
[Context.UpdateServiceGroup\(IServiceConnection, int, int\)](#) , [Context.AttributionSource](#) ,
[Context.AttributionTag](#) , [Context.DeviceId](#) , [Context.Display](#) , [Context.IsRestricted](#) ,
[Context.IsUiContext](#) , [Context.MainExecutor](#) , [Context.OpPackageName](#) , [Context.Params](#) ,
[Object.Dispose\(\)](#) , [Object.Dispose\(bool\)](#) , [Object.GetObject<T>\(nint, nint, JniHandleOwnership\)](#) ,
[Object.GetObject<T>\(nint, JniHandleOwnership\)](#) , [ObjectFromArray<T>\(T\[\]\)](#) , [Object.Clone\(\)](#) ,
[Object.Equals\(Object\)](#) , [Object.JavaFinalize\(\)](#) , [Object.GetHashCode\(\)](#) , [Object.Notify\(\)](#) ,
[Object.NotifyAll\(\)](#) , [Object.ToString\(\)](#) , [Object.Wait\(\)](#) , [Object.Wait\(long, int\)](#) , [Object.Wait\(long\)](#) ,
[Object.Class](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

MainApplication(nint, JniHandleOwnership)

```
public MainApplication(nint handle, JniHandleOwnership ownership)
```

Parameters

handle [nint](#)

ownership [JniHandleOwnership](#)

Methods

CreateMauiApp()

When overridden in a derived class, creates the [MauiApp](#) to be used in this application. Typically a [MauiApp](#) is created by calling [CreateBuilder\(bool\)](#), configuring the returned [MauiApplicationBuilder](#), and returning the built app by calling [Build\(\)](#).

```
protected override MauiApp CreateMauiApp()
```

Returns

[MauiApp](#)

The built [MauiApp](#).

Class MauiProgram

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

```
public static class MauiProgram
```

Inheritance

[object](#) ← MauiProgram

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CreateMauiApp()

```
public static MauiApp CreateMauiApp()
```

Returns

[MauiApp](#)

Class Resource

Namespace: [AlohaKit.Animations.Sample](#)

Assembly: AlohaKit.Animations.Sample.dll

Android Resource Designer class. Exposes the Android Resource designer assembly into the project Namespace.

```
public class Resource : ResourceConstant
```

Inheritance

[object](#) ← ResourceConstant ← Resource

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)