

Experiment No 05

Aim: create application that illustrate animation in flutter

Code:

```
import 'package:flutter/material.dart';

void main() => runApp(const MyApp());

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  static const String _title = 'Flutter Code Sample';

  @override
  Widget build(BuildContext context) {
    return const MaterialApp(
      title: _title,
      home: MyStatefulWidget(),
    );
  }
}

class MyStatefulWidget extends StatefulWidget {
  const MyStatefulWidget({super.key});

  @override
  State<MyStatefulWidget> createState() => _MyStatefulWidgetState();
}

/// [AnimationController]s can be created with `vsync: this` because of
/// [TickerProviderStateMixin].
class _MyStatefulWidgetState extends State<MyStatefulWidget>
  with TickerProviderStateMixin {
  late final AnimationController _controller = AnimationController(
    duration: const Duration(seconds: 2),
    vsync: this,
  )..repeat(reverse: true);
  late final Animation<double> _animation = CurvedAnimation(
    parent: _controller,
    curve: Curves.elasticOut,
  );

  @override
  void dispose() {
    _controller.dispose();
    super.dispose();
  }
}
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(title: Text('Aakash Dhotre')),
    body: Center(
      child: RotationTransition(
        turns: _animation,
        child: const Padding(
          padding: EdgeInsets.all(8.0),
          child: FlutterLogo(size: 150.0),
        ),
      ),
    ),
  );
}
```

Output:

