**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**:

