## Aniamtion

<?xml version="1.0" encoding="utf-8"?>

<RelativeLayout xmlns:android="<http://schemas.android.com/apk/res/android>" xmlns:tools="<http://schemas.android.com/tools>" android:layout\_width="match\_parent"

android:layout\_height="match\_parent" tools:context=".MainActivity">

<ImageView android:id="@+id/imageView" android:layout\_width="match\_parent" android:layout\_height="match\_parent" android:scaleType="centerCrop"

android:src="@drawable/placeholder\_image" />

<Button android:id="@+id/button"

android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:layout\_centerInParent="true" android:text="Start Animation Camp; Audio" />

</RelativeLayout>

Mainactivity

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

import android.graphics.drawable.AnimationDrawable; import android.media.MediaPlayer;

import android.os.Bundle; import android.view.View; import android.widget.Button;

import android.widget.ImageView;

public class MainActivity extends AppCompatActivity { Button button;

ImageView imageView; MediaPlayer mediaPlayer;

@Override

protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity\_main);

button = findViewById(R.id.button); imageView = findViewById(R.id.imageView);

mediaPlayer = MediaPlayer.create(MainActivity.this, R.raw.mobaud1);

button.setOnClickListener(new View.OnClickListener() { @Override

public void onClick(View view) {

// Thread for animation and audio new Thread(new Runnable() {

@Override public void run() {

startAnimation();

playAudio();

}

}).start();

}

});

}

private void startAnimation() { imageView.post(new Runnable() {

@Override public void run() {

AnimationDrawable animationDrawable = new AnimationDrawable(); animationDrawable.addFrame(getResources().getDrawable(R.drawable.mobpic5), 700);

animationDrawable.addFrame(getResources().getDrawable(R.drawable.mobpic7), 700);

animationDrawable.addFrame(getResources().getDrawable(R.drawable.mobpic8), 700); animationDrawable.setOneShot(false); imageView.setBackgroundDrawable(animationDrawable);

animationDrawable.start();

}

});

}

private void playAudio() { mediaPlayer.start();

}

@Override

protected void onDestroy() { super.onDestroy(); mediaPlayer.release();

}

}