import 'package:flutter/material.dart';

void main()=>runApp(MaterialApp(home:LogoAnim()));

class LogoAnim extends StatefulWidget{

@override

\_LogoAnimState createState()=>\_LogoAnimState();

}

class \_LogoAnimState extends State<LogoAnim> with SingleTickerProviderStateMixin{

late AnimationController c;

late Animation<Offset> a;

@override

void initState(){

super.initState();

c=AnimationController(vsync:this,duration:Duration(seconds:8))..repeat(reverse:true);

a=Tween(begin:Offset.zero,end:Offset(0,

2.5)).animate(CurvedAnimation(parent:c,curve:Curves.easeInOut));

}

@override

void dispose(){c.dispose();super.dispose();}

@override

Widget build(BuildContext cxt)=>Scaffold(

appBar: AppBar(title: Text('Animated Logo')),

body: Center(child: SlideTransition(position:a,child:FlutterLogo(size:100)))

);

}