Lab 10: Animation

1. Create an animation
   1. Create a rectangle position (200,200,400,400).
   2. Translate: move the rectangle to your right hand side with speed = 10 and delay time = 50.
   3. Scale the width of rec with speed = 10.
   4. Rotate the rec with speed of angle = 10.
      1. canvas.save()

canvas.scale(a,b,c,d) a=scalex, b=scaley, c=pivotx, d=pivoty

canvas.draw….

canvas.restore()

Handler **h**;

**public** Week10\_Fri(Context context) {

**super**(context);

}

**public** Week10\_Fri(Context context, @Nullable AttributeSet attrs) {

**super**(context, attrs);

**h** = **new** Handler();

}

Runnable **r** = **new** Runnable() {

@Override

**public void** run() {

invalidate();

}

};

int x = 0;

@Override

**protected void** onDraw(Canvas canvas) {

**super**.onDraw(canvas);

canvas.drawRect(200+x,200,400+x,400,paint);

x+=10;

**h**.postDelayed(**r**,50);

}

Section 2

https://goo.gl/xZA6GW