# Practical-15

**Aim : Add animations to existing applications.**

**Code :**

```dart
import 'dart:math';

import 'package:flutter/material.dart';

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

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

  @override
  State<AnimatedContainerApp> createState() => _AnimatedContainerAppState();
}

class _AnimatedContainerAppState extends State<AnimatedContainerApp> {
  double _width = 50;
  double _height = 50;
  Color _color = Colors.green;
  BorderRadiusGeometry _borderRadius = BorderRadius.circular(8);

  get buttonColor => null;

  @override
  Widget build(BuildContext context) {
    return MaterialApp(

      debugShowCheckedModeBanner: false,
      home: Scaffold(
        backgroundColor: Colors.white,
        appBar: AppBar(
          title: const Text('AnimateX'),
        ),
        body: Center(
          child: AnimatedContainer(
            width: _width,
            height: _height,
            decoration: BoxDecoration(
              color: _color,
              borderRadius: _borderRadius,
```

```
      ),
        duration: const Duration(seconds: 1),
        curve: Curves.fastOutSlowIn,

      ),
    ),
    floatingActionButton: FloatingActionButton(

      onPressed: () {

        setState(() {
          final random = Random();

          _width = random.nextInt(300).toDouble();
          _height = random.nextInt(300).toDouble();


          _color = Color.fromRGBO(
            random.nextInt(256),
            random.nextInt(256),
            random.nextInt(256),
            1,
          );

          _borderRadius =

              BorderRadius.circular(random.nextInt(100).toDouble());

        });
      },

      child: const Icon(
        Icons.play_arrow,
        color: Colors.white,
      ),
    ),
    ),
  );
  }
}
```

**Output :**