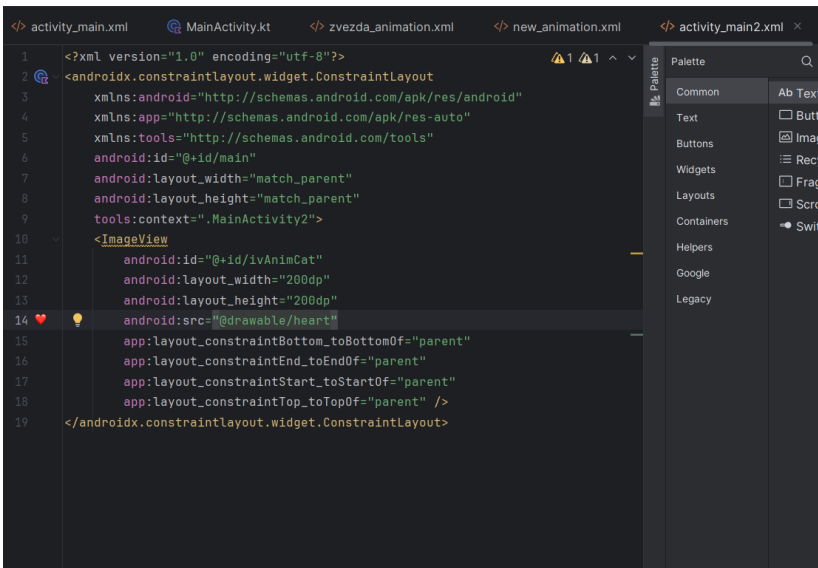
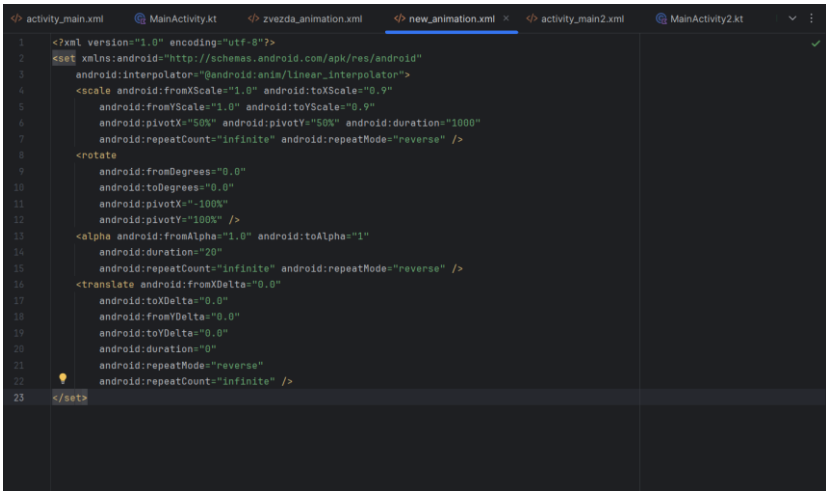
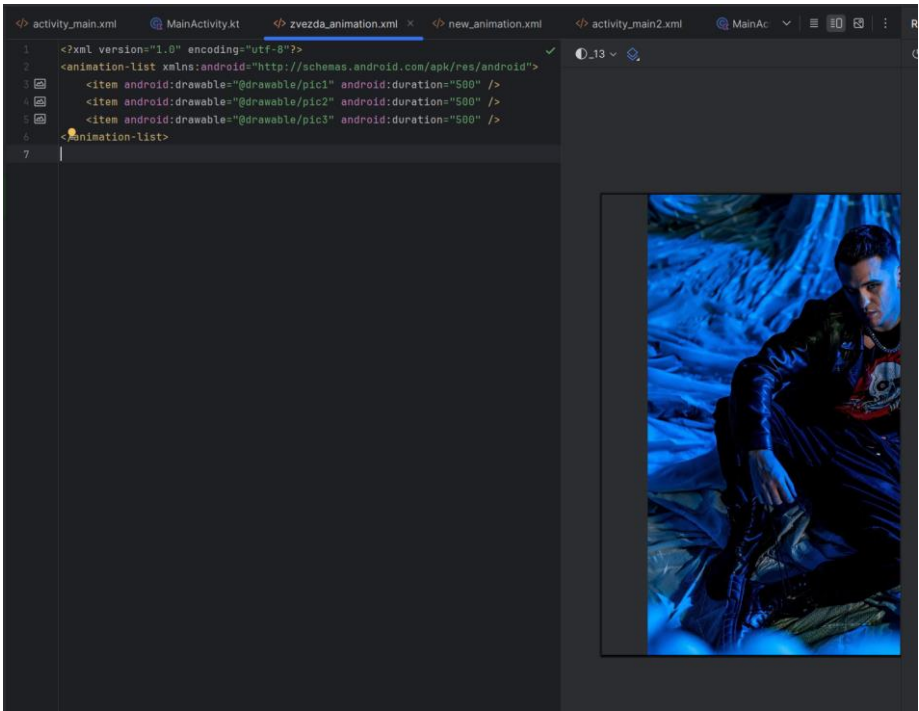


```
activity_main.xml x MainActivity.kt zvezda_animation.xml new_animation.xml activity_main2.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-auto"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     android:id="@+id/main"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent"
7     tools:context=".MainActivity">
8
9
10    <ImageView
11        android:id="@+id/ivAnim"
12        android:layout_width="match_parent"
13        android:layout_height="match_parent"
14        app:layout_constraintEnd_toEndOf="parent"
15        app:layout_constraintHorizontal_bias="1.0"
16        app:layout_constraintStart_toEndOf="parent"
17        tools:layout_editor_absoluteY="16dp" />
18
19
20    <Button
21        android:id="@+id/btnGoToMainActivity2"
22        android:layout_width="wrap_content"
23        android:layout_height="wrap_content"
24        android:text="звезда"
25        app:layout_constraintBottom_toBottomOf="parent"
26        app:layout_constraintEnd_toEndOf="parent"
27        app:layout_constraintStart_toStartOf="parent"
28        app:layout_constraintTop_toBottomOf="@+id/ivAnim"
29        app:layout_constraintVertical_bias="1.0" />
30
31 </androidx.constraintlayout.widget.ConstraintLayout>
32
```

```
activity_main.xml MainActivity.kt zvezda_animation.xml new_animation.xml activity_main2.xml
1 package com.example.a13
2
3 import android.content.Intent
4 import android.graphics.drawable.AnimationDrawable
5 import android.os.Bundle
6 import android.widget.Button
7 import android.widget.ImageView
8 import androidx.activity.enableEdgeToEdge
9 import androidx.appcompat.app.AppCompatActivity
10 import androidx.core.view.ViewCompat
11 import androidx.core.view.WindowInsetsCompat
12
13 class MainActivity : AppCompatActivity() {
14     override fun onCreate(savedInstanceState: Bundle?) {
15         super.onCreate(savedInstanceState)
16         enableEdgeToEdge()
17
18         // Загружаем макет перед использованием findViewById
19         setContentView(R.layout.activity_main)
20
21         // Инициализируем элементы
22
23         // Инициализация кнопки и добавление обработчика клика
24         val btnGoToMainActivity2: Button = findViewById(R.id.btnGoToMainActivity2)
25         btnGoToMainActivity2.setOnClickListener {
26             val intent = Intent(packageContext, MainActivity2::class.java)
27             startActivity(intent)
28         }
29
30         val img: ImageView = findViewById(R.id.ivAnim)
31         img.setBackgroundResource(R.drawable.zvezda_animation)
32
33         // Получаем объект анимации и запускаем её
34         val frameAnimation = img.background as AnimationDrawable
35         frameAnimation.start()
36
37         // Настройка отступов для системы
38         ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
39             val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
40             v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
41             insets
42         }
43     }
44 }
45
```



```
MainActivity.kt  </> zvezda_animation.xml  </> new_animation.xml  </> activity_main2.xml  MainActivity2.kt  AndroidManifest.xml  3  ^  v

1  package com.example.a13
2
3  import android.os.Bundle
4  import android.view.animation.Animation
5  import android.view.animation.AnimationUtils
6  import android.widget.ImageView
7  import androidx.activity.enableEdgeToEdge
8  import androidx.appcompat.app.AppCompatActivity
9  import androidx.core.view.ViewCompat
10 import androidx.core.view.WindowInsetsCompat
11
12 <?> class MainActivity2 : AppCompatActivity() {
13     override fun onCreate(savedInstanceState: Bundle?) {
14         super.onCreate(savedInstanceState)
15
16         enableEdgeToEdge()
17         setContentView(R.layout.activity_main2)
18
19         // Объявление imageView
20         val imgCat: ImageView = findViewById(R.id.ivAnimCat)
21
22         // Загрузка анимации
23         val anim: Animation = AnimationUtils.loadAnimation(context: this, R.anim.new_animation)
24         imgCat.startAnimation(anim)
25
26         ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
27             val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
28             v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
29             insets
30         }
31     }
32 }
```

```
MainActivity.kt  </> zvezda_animation.xml  </> new_animation.xml  </> activity_main2.xml  MainActivity.kt  AndroidManifest.xml  1  6  ^  v  6

1  <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2      xmlns:tools="http://schemas.android.com/tools">
3
4      <application
5          android:allowBackup="true"
6          android:dataExtractionRules="@xml/data_extraction_rules"
7          android:fullBackupContent="@xml/backup_rules"
8          android:icon="@mipmap/ic_launcher"
9          android:label="@string/app_name"
10         android:roundIcon="@mipmap/ic_launcher_round"
11         android:supportRtl="true"
12         android:theme="@style/Theme._13"
13         tools:targetApi="31">
14
15         <!-- MainActivity всегда в вертикальном режиме -->
16         <activity
17             android:name=".MainActivity"
18             android:screenOrientation="landscape"
19             android:exported="true">
20             <intent-filter>
21                 <action android:name="android.intent.action.MAIN" />
22                 <category android:name="android.intent.category.LAUNCHER" />
23             </intent-filter>
24         </activity>
25
26         <!-- MainActivity2 всегда в вертикальном режиме -->
27         <activity
28             android:name=".MainActivity2"
29             android:exported="false" />
30     </application>
31
32 </manifest>
33
```

Работа приложения:



