```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/ap
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/ivAnim"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="1.0"
        app:layout_constraintStart_toEndOf="parent"
        tools:layout_editor_absoluteY="16dp" />


    <Button
        android:id="@+id/btnGoToMainActivity2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="дальше"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/ivAnim"
        app:layout_constraintVertical_bias="1.0" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

```kotlin
package com.example.a13

import android.content.Intent
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()

        // Загружаем макет перед использованием findViewById
        setContentView(R.layout.activity_main)

        // Инициализируем элементы

        // Инициализация кнопки и добавление обработчика клика
        val btnGoToMainActivity2: Button = findViewById(R.id.btnGoToMainActivity2)
        btnGoToMainActivity2.setOnClickListener {
            val intent = Intent( packageContext: this, MainActivity2::class.java)
            startActivity(intent)
        }

        val img: ImageView = findViewById(R.id.ivAnim)
        img.setBackgroundResource(R.drawable.zvezda_animation)

        // Получаем объект анимации и запускаем её
        val frameAnimation = img.background as AnimationDrawable
        frameAnimation.start()

        // Настройка отступов для системы
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
    }
}
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<animation-list xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:drawable="@drawable/pic1" android:duration="500" />
    <item android:drawable="@drawable/pic2" android:duration="500" />
    <item android:drawable="@drawable/pic3" android:duration="500" />
</animation-list>
```
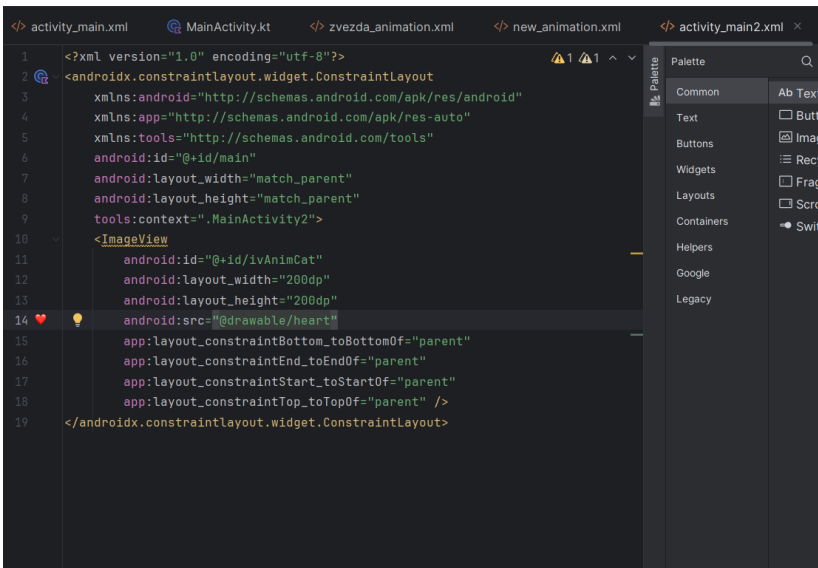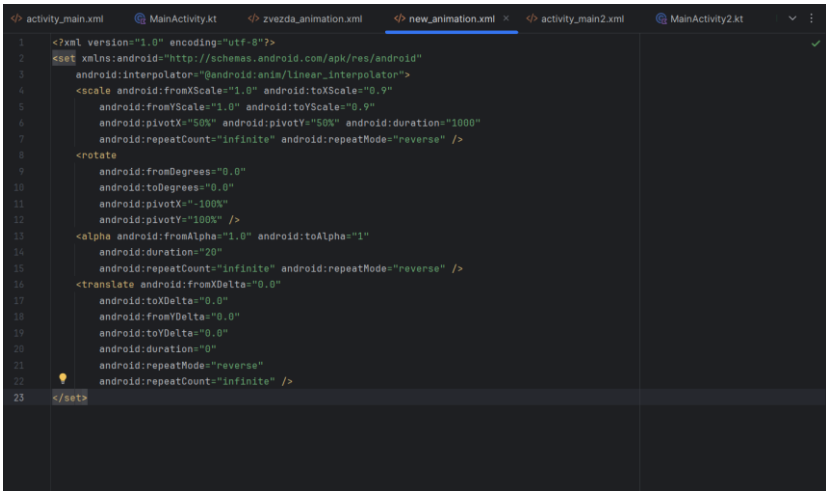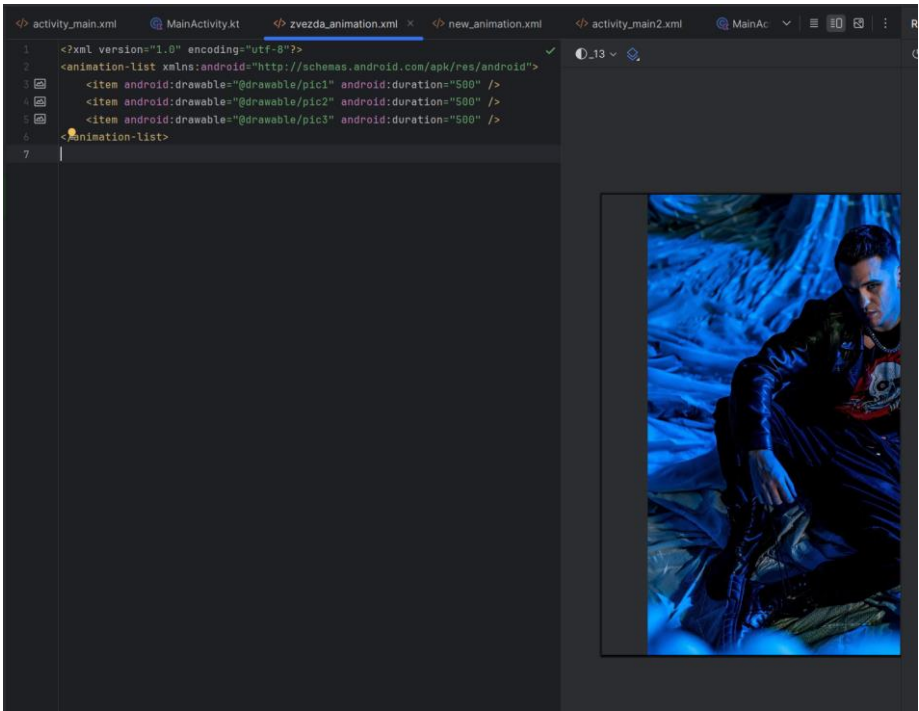
```xml
<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"
    android:interpolator="@android:anim/linear_interpolator">
    <scale android:fromXScale="1.0" android:toXScale="0.9"
        android:fromYScale="1.0" android:toYScale="0.9"
        android:pivotX="50%" android:pivotY="50%" android:duration="1000"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <rotate
        android:fromDegrees="0.0"
        android:toDegrees="0.0"
        android:pivotX="-100%"
        android:pivotY="100%" />
    <alpha android:fromAlpha="1.0" android:toAlpha="1"
        android:duration="20"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <translate android:fromXDelta="0.0"
        android:toXDelta="0.0"
        android:fromYDelta="0.0"
        android:toYDelta="0.0"
        android:duration="0"
        android:repeatMode="reverse"
        android:repeatCount="infinite" />
</set>
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity2">
    <ImageView
        android:id="@+id/ivAnimCat"
        android:layout_width="200dp"
        android:layout_height="200dp"
        android:src="@drawable/heart"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

```kotlin
package com.example.a13

import android.os.Bundle
import android.view.animation.Animation
import android.view.animation.AnimationUtils
import android.widget.ImageView
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity2 : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)

        enableEdgeToEdge()
        setContentView(R.layout.activity_main2)

        // Объявление imageView
        val imgCat: ImageView = findViewById(R.id.ivAnimCat)

        // Загрузка анимации
        val anim: Animation = AnimationUtils.loadAnimation( context: this, R.anim.new_animation)
        imgCat.startAnimation(anim)

        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
    }
}
```

```xml
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme._13"
        tools:targetApi="31">

        <!-- MainActivity всегда в вертикальном режиме -->
        <activity
            android:name=".MainActivity"
            android:screenOrientation="landscape"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>

        <!-- MainActivity2 всегда в вертикальном режиме -->
        <activity
            android:name=".MainActivity2"
            android:exported="false" />
    </application>

</manifest>
```

Работа приложения:

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