**// 1. Create a new XML layout file:**

**// Open res/layout/activity\_main.xml and add the following code:**

<?xml version="1.0" encoding="utf-8"?>

<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:tools="http://schemas.android.com/tools"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

tools:context=".MainActivity">

<View

android:id="@+id/ballView"

android:layout\_width="50dp"

android:layout\_height="50dp"

android:background="@drawable/ball" />

</RelativeLayout>

**// 2. Create a new XML file in res/drawable/ball.xml and add the following code**

<shape xmlns:android="http://schemas.android.com/apk/res/android"

android:shape="oval">

<solid android:color="#FF5733" />

</shape>

**// 3. open src/com.example.yourappname/MainActivity.java**

package com.example.yourappname;

import android.app.Activity;

import android.os.Bundle;

import android.view.View;

import android.view.animation.Animation;

import android.view.animation.TranslateAnimation;

import android.widget.RelativeLayout;

public class MainActivity extends Activity {

private View ballView;

private int screenHeight;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

ballView = findViewById(R.id.ballView);

screenHeight = getResources().getDisplayMetrics().heightPixels;

startBouncingAnimation();

}

private void startBouncingAnimation() {

TranslateAnimation animation = new TranslateAnimation(0, 0, 0, screenHeight);

animation.setDuration(2000);

animation.setFillAfter(true);

animation.setRepeatMode(Animation.REVERSE);

animation.setRepeatCount(Animation.INFINITE);

ballView.startAnimation(animation);

}

}