**Assignment:- 6**

6. Create an android Application to demonstrate frame by frame animation

Ans :

MainActivity.java :

package com.example.nidhi.animation;

import android.graphics.drawable.AnimationDrawable;

import android.support.v7.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.ImageView;

public class MainActivity extends AppCompatActivity {

private ImageView img;

AnimationDrawable frameAnimation;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.*activity\_main*);

img = (ImageView) findViewById(R.id.*imageView*);

img.setBackgroundResource(R.drawable.*animation1*);

frameAnimation = (AnimationDrawable) img.getBackground();

}

@Override

public void onWindowFocusChanged(boolean hasFocus) { super.onWindowFocusChanged(hasFocus);

if (hasFocus)

{

frameAnimation.start();

}

else {

frameAnimation.stop();

}

}

}

Animation1.xml:

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

<animation-list xmlns:android="http://schemas.android.com/apk/res/android" android:oneshot="false">

<item android:drawable="@drawable/i1" android:duration="150"></item>

<item android:drawable="@drawable/i2" android:duration="150"></item>

<item android:drawable="@drawable/i3" android:duration="150"></item>

<item android:drawable="@drawable/i4" android:duration="150"></item>

<item android:drawable="@drawable/i5" android:duration="150"></item>

<item android:drawable="@drawable/i6" android:duration="150"></item>

</animation-list>

OUTPUT :

