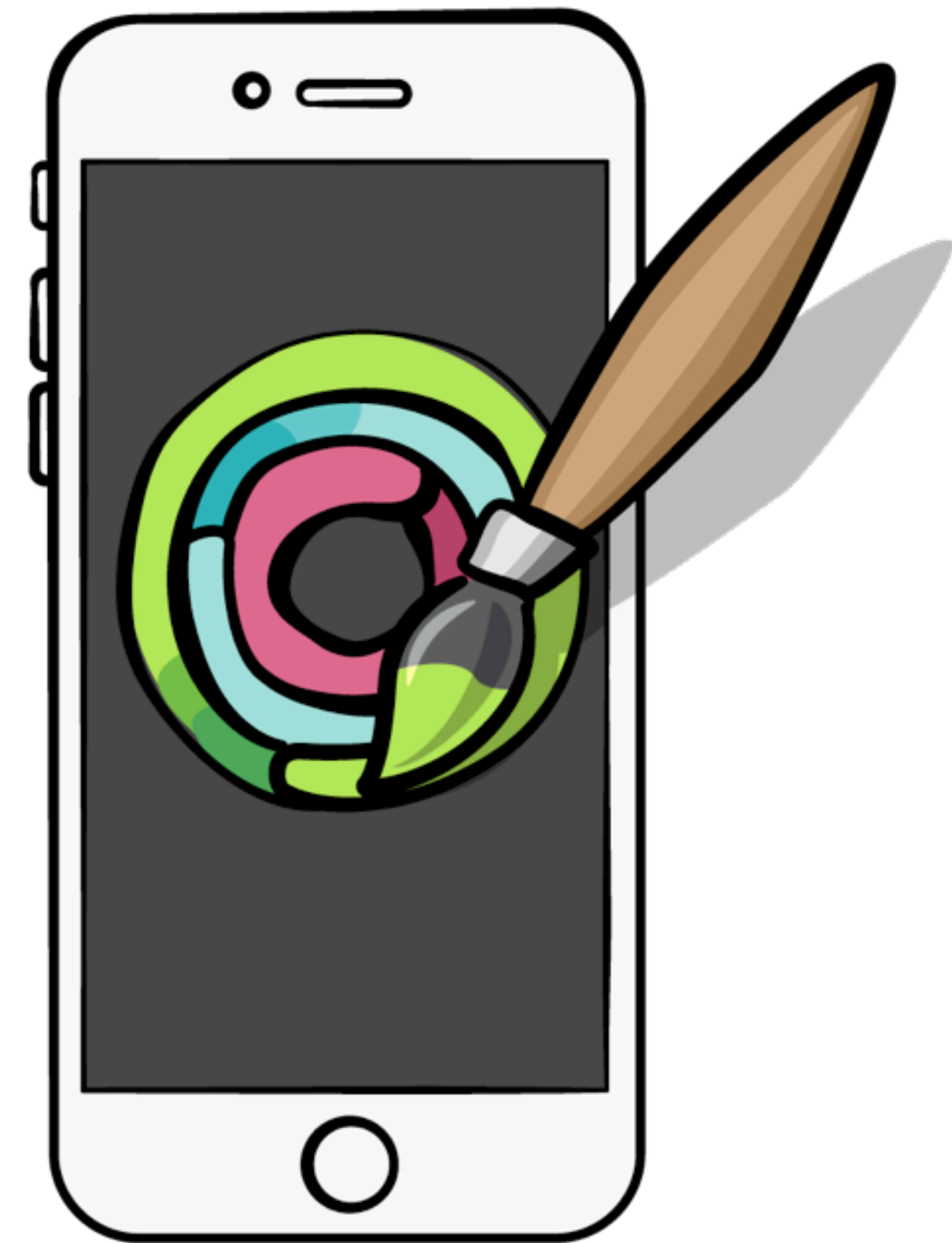
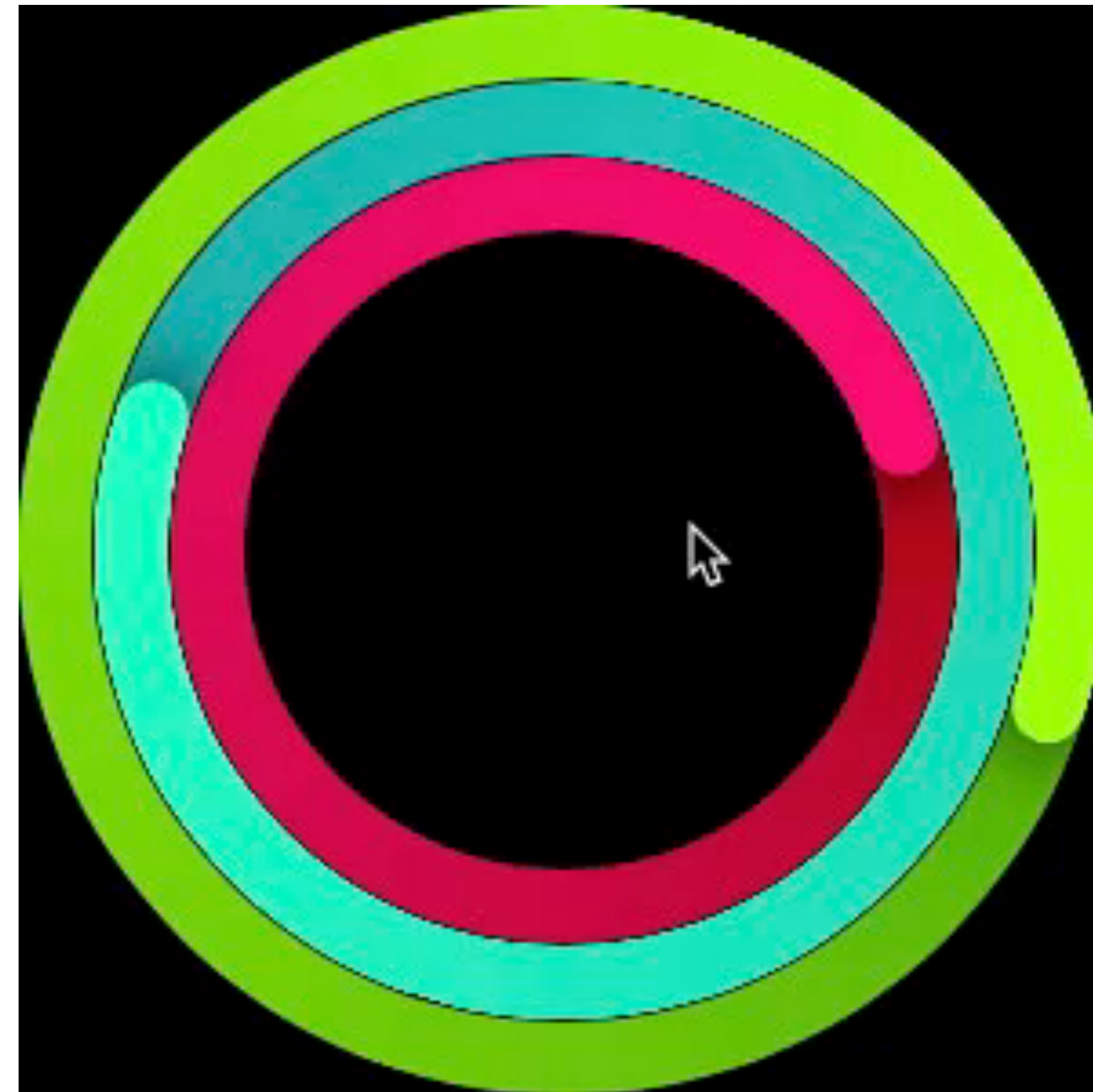


CUSTOM CONTROLS ■ IN iOS ■



PART 8: CONTROL ANIMATION 2

ANIMATE RINGS

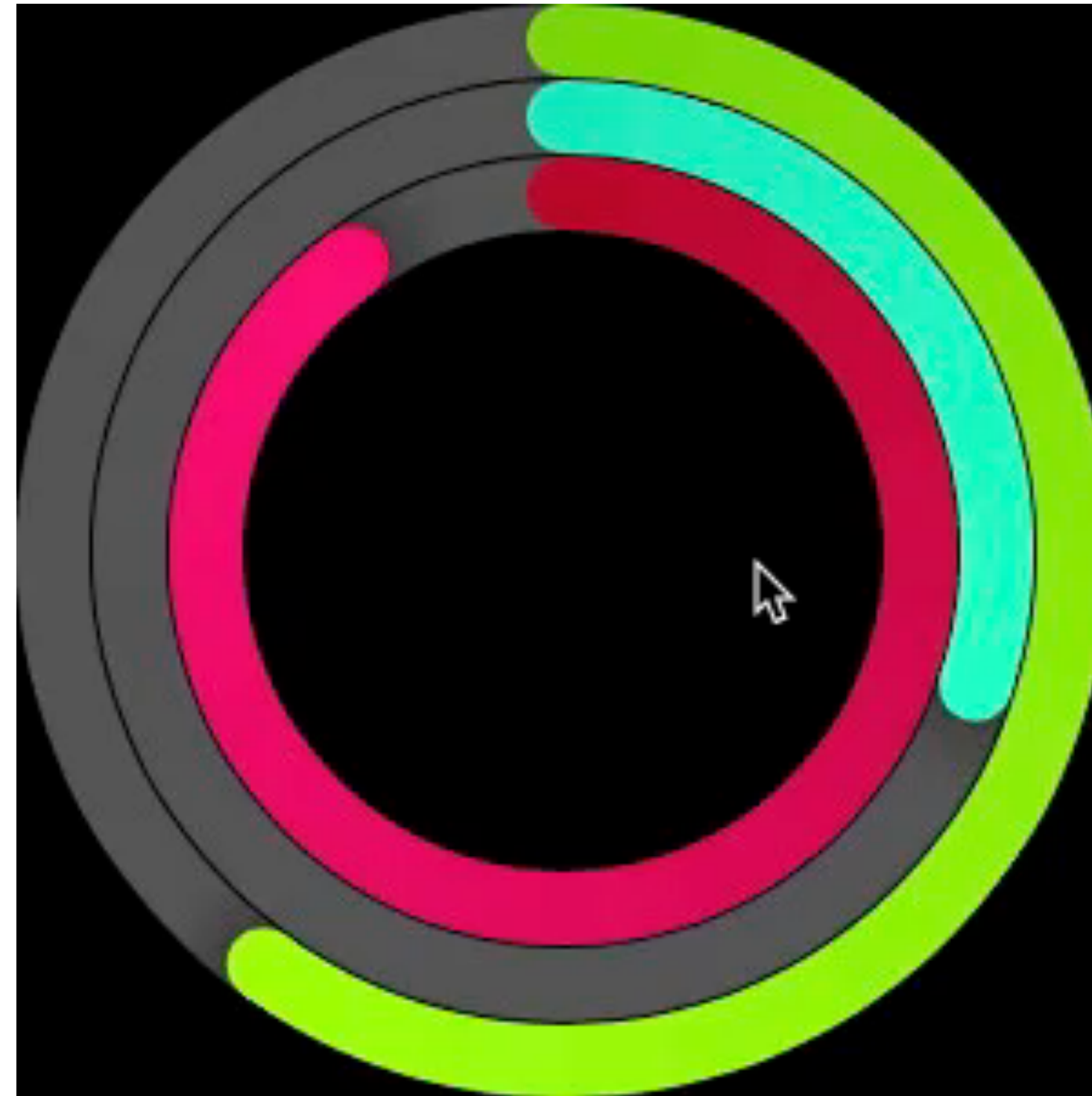


EXPLICIT ANIMATION

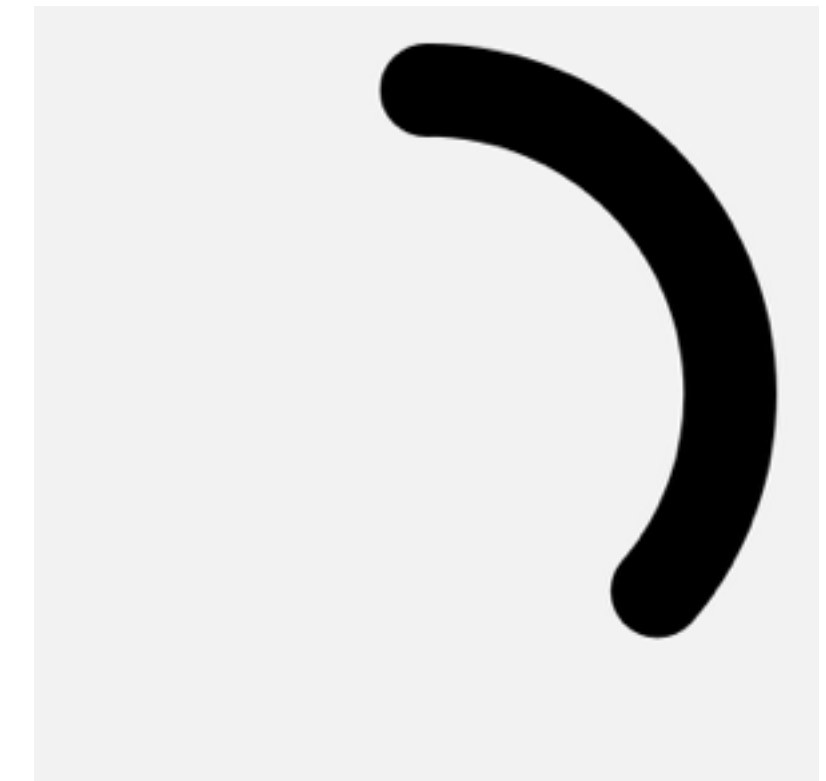
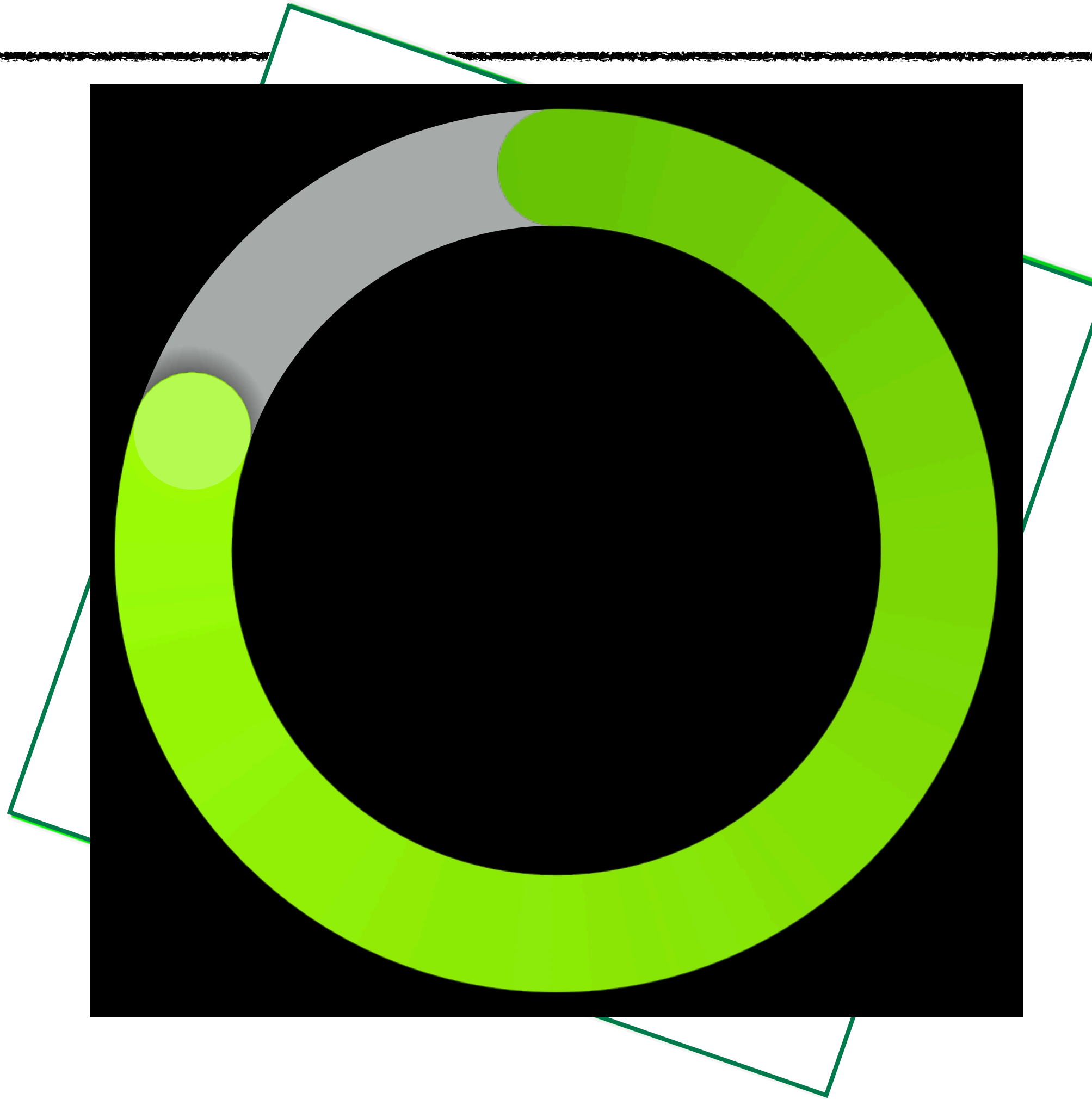
```
open class CABasicAnimation : CAPropertyAnimation {  
    open var fromValue: Any?  
    open var toValue: Any?  
    open var byValue: Any?  
}
```

```
open class CALayer {  
    ...  
    open func add(_ anim: CAAnimation, forKey key: String?)  
    open func removeAllAnimations()  
    open func removeAnimation(forKey key: String)  
    open func animationKeys() -> [String]?  
    open func animation(forKey key: String) -> CAAnimation?  
}
```

UPDATING LAYER MODELS



FINISH RING ANIMATION



CHALLENGE TIME!

```
threeRingView.animationDuration = 0.5
```

