

fish_animation:

```
package com.example.beerapp

import android.content.Intent
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.os.Looper
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)
        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
        }

        android.os.Handler(Looper.getMainLooper()).postDelayed({
            val img : ImageView = findViewById(R.id.ivAnim)
// устанавливаем ресурс анимации
            img.setBackgroundResource(R.drawable.fish_animation);
// получаем объект анимации
            val frameAnimation = img.background as AnimationDrawable
            frameAnimation.start()

            val intent = Intent(this,MainActivity::class.java)
            startActivity(intent)
        },2000)
    }
}
```

activity_main2:

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

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        android:id="@+id/main"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:orientation="horizontal"
        tools:context=".MainActivity2">

        <ImageView
            android:id="@+id/ivAnim"
            android:layout_width="match_parent"
            android:layout_height="match_parent" />

    </LinearLayout>

```

MainActivity2:

```

package com.example.beerapp

import android.content.Intent
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.os.Looper
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)
        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
        }

        android.os.Handler(Looper.getMainLooper()).postDelayed({
            val img : ImageView = findViewById(R.id.ivAnim)
// устанавливаем ресурс анимации
            img.setBackgroundResource(R.drawable.fish_animation);
// получаем объект анимации
            val frameAnimation = img.background as AnimationDrawable
            frameAnimation.start()

```

```

        val intent = Intent(this, MainActivity::class.java)
        startActivity(intent)
    }, 2000)
}
}

```

result:



activity_main2:

```

?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/fish7"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

new_anim:

```
<?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="0.5"
        android:fromYScale="1.0" android:toYScale="0.5"
        android:pivotX="50%" android:pivotY="50%" android:duration="200"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <rotate
        android:fromDegrees="0.0"
        android:toDegrees="60.0"
        android:pivotX="50%"
        android:pivotY="50%"
        android:duration="2000"/>
    <alpha android:fromAlpha="1.0" android:toAlpha="0.1"
        android:duration="1000"
        android:repeatCount="infinite" android:repeatMode="reverse" />
    <translate android:fromXDelta="0.0"
        android:toXDelta="50.0"
        android:fromYDelta="20.0"
        android:toYDelta="80.0"
        android:duration="2000"
        android:repeatMode="reverse"
        android:repeatCount="infinite" />
</set>
```

MainActivity2:

```
package com.example.beerapp

import android.content.Intent
import android.graphics.drawable.AnimationDrawable
import android.os.Bundle
import android.os.Looper
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)
        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
        }

        android.os.Handler(Looper.getMainLooper()).postDelayed({
            //Объявление imageView
            val imgCat : ImageView = findViewById(R.id.ivAnimCat)
//AnimationUtils.loadAnimation загружает анимацию, определённую в соответствующем
XML-файле в папке res/anim
            val anim : Animation =
                AnimationUtils.loadAnimation(this,R.anim.new_anim)
            imgCat.startAnimation(anim)

            val intent = Intent(this,MainActivity::class.java)
            startActivity(intent)
        },6000)
    }
}

```

result:

