iOS开发- 启动动画(动态欢迎界面,非静态 Default)

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> 本人ios初学者，为自己学习方便，复制各位大神的学习性文章放在自己简书里，仅作为自己学习方便使用，如果作者疑此行为侵权，请随时联系本人删除，如有共同学习者复制此文章，请注明原出处

最近在使用《青葱日记》这款App，发现它的启动界面做的很精美。不同我自己之前简单的替换Default.png图片。 它的动态效果做的不错。于是乎,花了点时间，自己实现了这个功能。 其实也很简单，具体效果如下

实现起来也不困难。因为我们知道，在应用启动的时候,它会先执行AppDelegate.m中的

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions

执行完之后,才会进入视图。如果，我们在这个方法中加入一些动画，那么就会在动画执行完之后再进入我们的rootview。这就是实现原理。 很简单吧。下面直接给出实现这一效果的源码 (http://www.2cto.com/ym),很简单。不多说废话（当然,实现方法很多。 我只是给出我自己的方法）
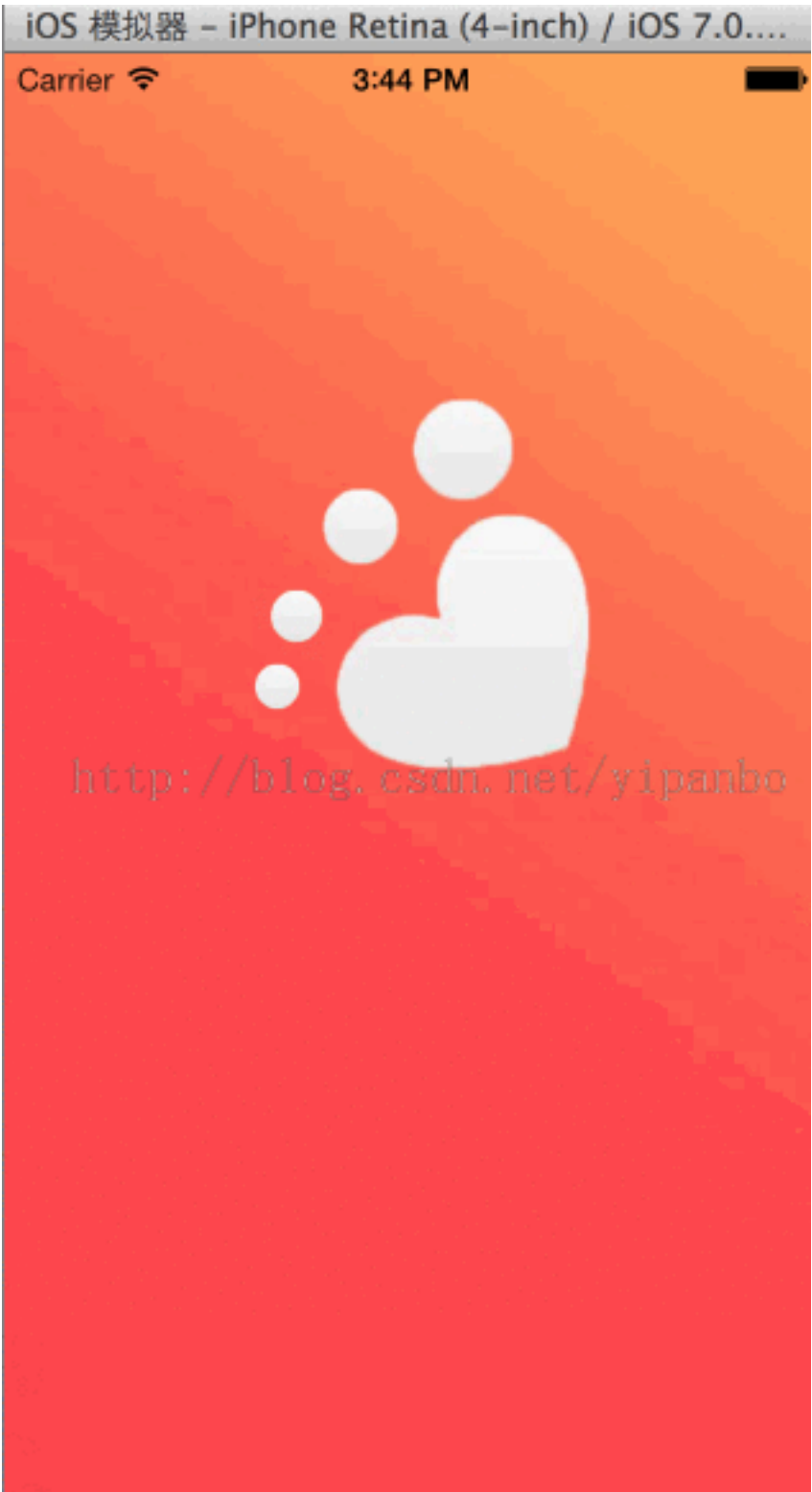
1.AppDelegate.h中声明一个UIImageView

@property (strong, nonatomic) UIImageView *splashView;

2.AppDelegate.m实现相关功能

```objc
@synthesizesplashView;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions

{

// Override point for customization after application launch.

[self.window makeKeyAndVisible];

splashView = [[UIImageView alloc]initWithFrame:CGRectMake(0,0,320,568)];

[splashView setImage:[UIImage imageNamed:@"back_"]];

[self.window addSubview:splashView];

[self.window bringSubviewToFront:splashView];

[self performSelector:@selector(scale_1) withObject:nil afterDelay:0.0f];

[self performSelector:@selector(scale_2) withObject:nil afterDelay:0.5f];

[self performSelector:@selector(scale_3) withObject:nil afterDelay:1.0f];

[self performSelector:@selector(scale_4) withObject:nil afterDelay:1.5f];

[self performSelector:@selector(scale_5) withObject:nil afterDelay:2.0f];

[self performSelector:@selector(showWord) withObject:nil afterDelay:2.5f];

returnYES;

}

-(void)scale_1

{

UIImageView *round_1 = [[UIImageView alloc]initWithFrame:CGRectMake(100,240,15,15)];

round_1.image = [UIImage imageNamed:@"round_"];

[splashView addSubview:round_1];

[self setAnimation:round_1];

}

-(void)scale_2

{

UIImageView *round_2 = [[UIImageView alloc]initWithFrame:CGRectMake(105,210,20,20)];
```

```objc
round_2.image = [UIImage imageNamed:@"round_"];

[splashView addSubview:round_2];

[self setAnimation:round_2];

}

-(void)scale_3

{

UIImageView *round_3 = [[UIImageView
alloc]initWithFrame:CGRectMake(125,170,30,30)];

round_3.image = [UIImage imageNamed:@"round_"];

[splashView addSubview:round_3];

[self setAnimation:round_3];

}

-(void)scale_4

{

UIImageView *round_4 = [[UIImageView
alloc]initWithFrame:CGRectMake(160,135,40,40)];

round_4.image = [UIImage imageNamed:@"round_"];

[splashView addSubview:round_4];

[self setAnimation:round_4];

}

-(void)scale_5

{

UIImageView *heart_1 = [[UIImageView
alloc]initWithFrame:CGRectMake(130,180,100,100)];

heart_1.image = [UIImage imageNamed:@"heart_"];

[splashView addSubview:heart_1];

[self setAnimation:heart_1];

}

-(void)setAnimation:(UIImageView *)nowView

{

[UIView animateWithDuration:0.6f delay:0.0f
```

```objc
    options:UIViewAnimationOptionCurveLinear

    animations:^

    {

    // 执行的动画code

    [nowView setFrame:CGRectMake(nowView.frame.origin.x-
    nowView.frame.size.width*0.1,

    nowView.frame.origin.y-nowView.frame.size.height*0.1,
    nowView.frame.size.width*1.2, nowView.frame.size.height*1.2)];

    }

    completion:^(BOOL finished)

    {

    // 完成后执行code

    [nowView removeFromSuperview];

    }

    ];

    }

    -(void)showWord

    {

    UIImageView *word_ = [[UIImageView
    alloc]initWithFrame:CGRectMake(75,440,170,29)];

    word_.image = [UIImage imageNamed:@"word_"];

    [splashView addSubview:word_];

    word_.alpha =0.0;

    [UIView animateWithDuration:1.0f delay:0.0f

    options:UIViewAnimationOptionCurveLinear

    animations:^

    {

    word_.alpha =1.0;

    }

    completion:^(BOOL finished)

    {
```

```
// 完成后执行code

[NSThread sleepForTimeInterval:1.0f];

[splashView removeFromSuperview];

}

];

}
```

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