Animation

Which of these statements are true?

Click on any answer to show more detail.

1. **Correct**

   Option 1: Using `withAnimation()` always uses a spring animation.

   Option 2: We can use multiple `animation()` modifiers on a single view.

   You selected Option 2.

2. **Correct**

   Option 1: The `blur()` modifier applies a Gaussian blur to a view, using a radius we specify.

   Option 2: In left-to-right languages, the trailing edge is on the left of the screen.

   You selected Option 1.

3. **Correct**

   Option 1: `rotation3DEffect()` can rotate around more than one axis.

   Option 2: The `offset()` modifier lets us delay animations.
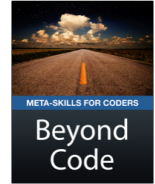
   You selected Option 1.

4. **Correct**

   Option 1: We can send `nil` to the `animation()` modifier.

   Option 2: Implicit animations cannot be looped.

   You selected Option 1.

5. **Correct**

> **Option 1:** SwiftUI cannot animate background colors.
>
> **Option 2:** SwiftUI comes with several basic transitions built in.
>
> You selected Option 2.

6. **Correct**

> **Option 1:** We can attach `onChanged()` and `onEnded()` modifiers to a `DragGesture`.
>
> **Option 2:** Using a value of 100 with the `scaleEffect()` modifier makes a view its natural size.
>
> You selected Option 1.

7. **Correct**

> **Option 1:** Ease in animations start fast and end slow.
>
> **Option 2:** Ease in animations start slow and end fast.
>
> You selected Option 2.

8. **Correct**

> **Option 1:** SwiftUI lets us animate changes that occur as a result of modifying a Boolean's value.
>
> **Option 2:** The `clipped()` modifier lets us specify a shape for a view should to be drawn inside.
>
> You selected Option 1.

9. **Correct**

> **Option 1:** We can attach an `animation()` modifier to a binding.
>
> **Option 2:** We can animate views, but we can't animate view overlays.
>
> You selected Option 1.

10. **Correct**

> **Option 1:** Asymmetric transitions let us combine transitions with explicit animations.
>
> **Option 2:** SwiftUI can animate several properties changing at the same time.
>
> You selected Option 2.

11. **Correct**

> **Option 1:** Animation delays are specified in seconds.
>
> **Option 2:** We can use implicit animation or explicit animation, but not both.
>
> You selected Option 1.

12. **Correct**

> **Option 1:** `rotation3DEffect()` lets us spin a view around its X, Y, and Z axes.
>
> **Option 2:** `CGFloat` will either hold a `Float` or an `Int`.
>
> You selected Option 1.

Total score: 12/12

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