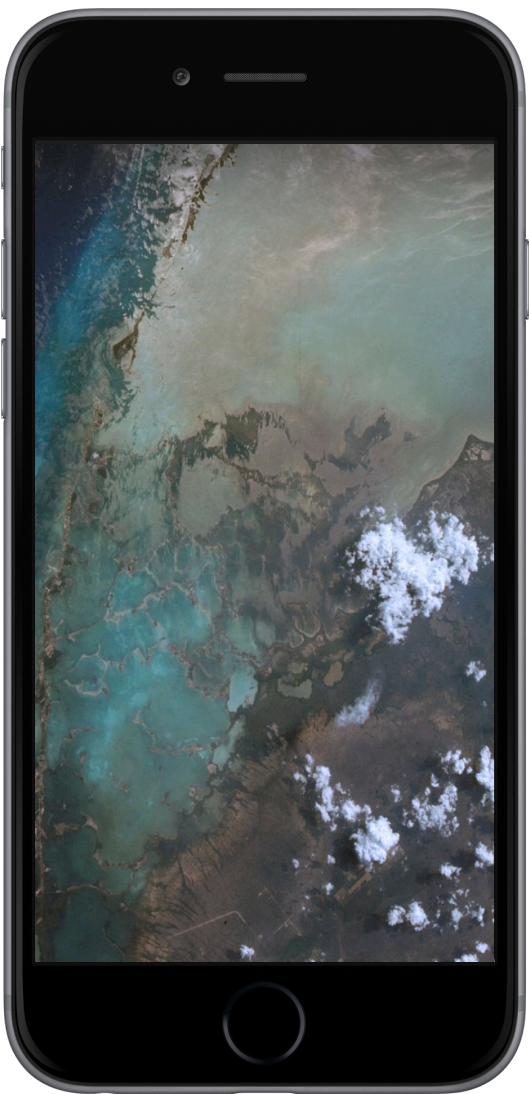


INTERMEDIATE

# iOS ANIMATIONS



## PART 2: BEGINNING PROPERTY ANIMATORS



# VIEW ANIMATIONS VS. PROPERTY ANIMATORS

---

## UIView.animate(withDuration:...)

- ▶ Fire-and-Forget
- ▶ Established, simple API

## UIViewPropertyAnimator

- ▶ Interactive
- ▶ Interruptible & Reversible
- ▶ Adjust Dynamically
- ▶ Advanced Timing and Springs



# UIVIEWPROPERTYANIMATOR

---

```
let scale = UIViewPropertyAnimator(  
    duration: 0.5,  
    curve: .easeIn  
)  
  
scale.addAnimations {  
    view.transform = CGAffineTransform(scaleX: 0.5, y: 0.5)  
}  
  
scale.addCompletion {_ in  
    print("All done! 🎉")  
}  
  
scale.startAnimation()
```



# CHALLENGE TIME!

---

