

Intermediate iOS Animation

Hands-on Challenges

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Challenge A: Morph the circle into a square

In this simple challenge you are going to create one more shape shifting animation to exercise what you learned in the video lesson.

Your “searching for an opponent” animation goes on for ever right now – you will make it so that in 4 seconds time it will stop as if it did not find any opponents for the player.

Open **AvatarView.swift** and add a new method called `toSquare`:

```
func toSquare() {  
    keepAnimating = false  
}
```

`keepAnimating` is a property on the `AvatarView` class that will stop the bouncing animation when set to `false` (you can lookup the code if you like but it is not essential for what you’re exercising here).

Next add the code to define the circle and square paths you are going to use for this final shape animation:

```
let squarePath = UIBezierPath(rect: bounds).CGPath  
let ovalPath = UIBezierPath(ovalInRect: bounds).CGPath
```

Since you are going to animate both the circle and the mask layers to a square set the final value of the animation on the target `path` property:

```
maskLayer.path = squarePath  
circleLayer.path = squarePath
```

Now create the animation just as you did during the video lesson:

```
let morph = CABasicAnimation(keyPath: "path")  
morph.fromValue = ovalPath  
morph.toValue = squarePath  
morph.duration = 0.2
```

And, of course, finally add the animation to the two layers:

```
maskLayer.addAnimation(morph, forKey: nil)
```



```
circleLayer.addAnimation(morph, forKey: nil)
```

Run the project and this time after few seconds the bouncing will stop and the two avatar images will morph into squares:

