# Animation in Android using Kotlin

Frame By Frame Animation

**override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 setContentView(R.layout.*activity\_main*)  
  
  
 var ad = AnimationDrawable()**

**var frame1 = *resources*.getDrawable(R.drawable.*frame1*,null)  
 var frame2 = *resources*.getDrawable(R.drawable.*frame2*,null)  
 var frame3 = *resources*.getDrawable(R.drawable.*frame3*,null)  
 var frame4 = *resources*.getDrawable(R.drawable.*frame4*,null)  
 var frame5 = *resources*.getDrawable(R.drawable.*frame5*,null)  
 var frame6 = *resources*.getDrawable(R.drawable.*frame6*,null)  
 var frame7 = *resources*.getDrawable(R.drawable.*frame7*,null)  
  
 ad.addFrame(frame1,30)  
 ad.addFrame(frame2,30)  
 ad.addFrame(frame3,30)  
 ad.addFrame(frame4,30)  
 ad.addFrame(frame5,30)  
 ad.addFrame(frame6,30)  
 ad.addFrame(frame7,30)  
  
 var iv = findViewById<ImageView>(R.id.*imageView*)  
 iv.*background* = ad  
 ad.start()  
  
}**

Tweened Animation

**override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 setContentView(R.layout.*activity\_main*)**

**var iv = findViewById<ImageView>(R.id.*imageView2*)**

**var b = findViewById<Button>(R.id.*button*)  
 b.setOnClickListener {  
 var an = AnimationUtils.loadAnimation(this,R.anim.*spin*)  
 iv.startAnimation(an)  
 }  
  
 var b2 = findViewById<Button>(R.id.*button2*)  
 b2.setOnClickListener {  
 var an = AnimationUtils.loadAnimation(this,R.anim.*zoom*)  
 iv.startAnimation(an)  
 }  
  
 var b3 = findViewById<Button>(R.id.*button3*)  
 b3.setOnClickListener {  
 var an = AnimationUtils.loadAnimation(this,R.anim.*move*)  
 iv.startAnimation(an)  
 }  
 var b4 = findViewById<Button>(R.id.*button4*)  
 b4.setOnClickListener {  
 var an = AnimationUtils.loadAnimation(this,R.anim.*blink*)  
 iv.startAnimation(an)  
 }  
}**