

# **iOS Animation with Swift**

Hands-On Challenges

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# Challenge A: Your first animation

You've learned the basics and now it's the perfect time to stretch your muscles and try writing some code yourself. Position the login button (the `loginButton` outlet property in the view controller) to appear outside of the bounds of the screen (make it appear under the bottom edge) and then animate it to its designed in IB position.

## Part 1: Animate the button center property

This challenge is quite easy and it just iterates on everything you already learned.

Open **ViewController.swift**, scroll to the `viewWillAppear(animated:)` method, and position `loginButton` outside of the screen bounds:

```
loginButton.center.y += view.bounds.height
```

Next, just like in the video demo, animate the button center when the view appears on screen. Add to `viewDidAppear:`:

```
UIView.animateWithDuration(0.75, delay: 0.5,
    options: .CurveEaseOut, animations: {
    self.loginButton.center.y -= self.view.bounds.height
}, completion: nil)
```

Build and run the project to see the button animate on screen a moment after all other form elements.

If you want to experiment a little bit try other animation curves and see how that affects the animation. To make sure you see the difference you might want to slow the animation down few times.

