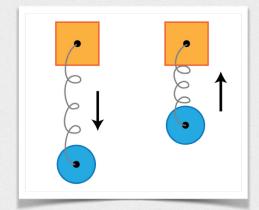
## iOS Animation with Swift

Part 2: Springs



## **Springs**

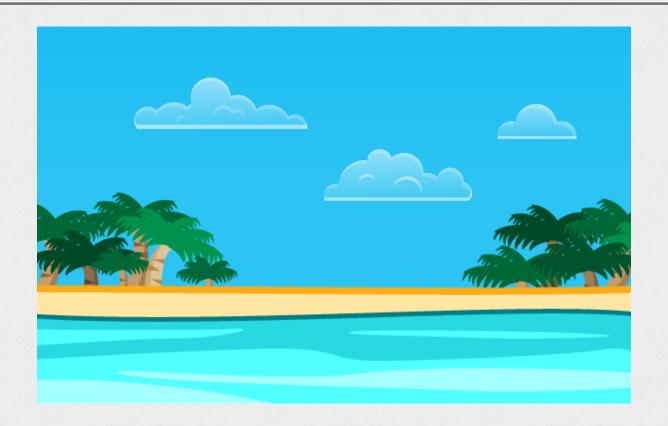
UlView.animateWithDuration(\_:, delay:, usingSpringWithDamping:, initialSpringVelocity:, options:, animations:, completion:)



## Demo: Springs and further animations



## Challenge Time!



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