

This project creates a simple animation using images.

Step 1: Create a Single-View application using the template. Give the application the name “Animation”.

Step 2: Xcode automatically creates the directory structure and adds essential frameworks to it. You can explore the directory structure to check out the content of the directory.

Step 3: We need to add the resources file called as “1.gif”, “2.gif” , “3.gif”, “4.gif”, “5.gif”, “6.gif” into the project folder.

Step 4: Open the ViewController.m file and make the following changes in the file.

```
- (void)viewDidLoad
{
    [super viewDidLoad];
    UIImageView*animationView = [[UIImageView alloc]
initWithFrame:self.view.frame];
    animationView.animationImages = [NSArray arrayWithObjects:
    [UIImage imageNamed:@"1.gif"],
    [UIImage imageNamed:@"2.gif"],
    [UIImage imageNamed:@"3.gif"],
    [UIImage imageNamed:@"4.gif"],
    [UIImage imageNamed:@"5.gif"],
    [UIImage imageNamed:@"6.gif"], nil];

    animationView.animationDuration = 1.25;
    animationView.animationRepeatCount = 0;
    [animationView startAnimating];
    [self.view addSubview:animationView];
}
```

Step 5: Compile and run!