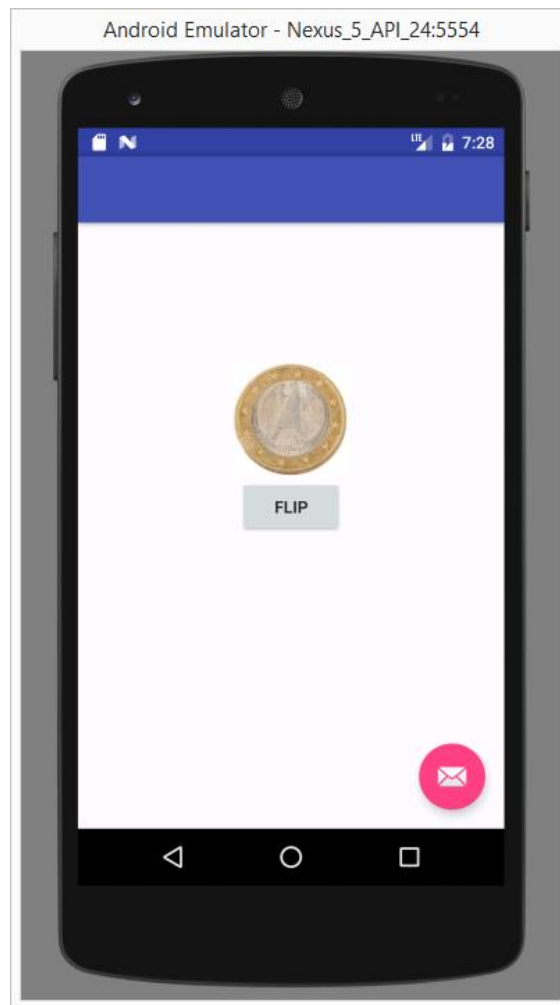


## Flip Coin Animation



```
public class MainActivity extends AppCompatActivity {

    Button btnFlip;
    ImageView imgCoin;
    Random r;
    int coinSide; // 0 for heads, 1 for tails

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        imgCoin=(ImageView) findViewById(R.id.imgCoin);
        btnFlip=(Button) findViewById(R.id.btnFlip);
        r = new Random();

        btnFlip.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                coinSide = r.nextInt(2);
                if (coinSide==0){
                    imgCoin.setImageResource(R.drawable.heads);
                }else if (coinSide==1){
                    imgCoin.setImageResource(R.drawable.tails);
                }
                RotateAnimation rotate = new RotateAnimation(0,360,
RotateAnimation.RELATIVE_TO_SELF,0.5f,RotateAnimation.RELATIVE_TO_SELF,0.5f );
                rotate.setDuration(1000);
                imgCoin.startAnimation(rotate);
            }
        });
    }
}
```