

Opacity Animation



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//File:Window.xaml.cs
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Media;
using System.Windows.Shapes;
using System.Windows.Media.Animation;

namespace _360Timer
{

public partial class Window1 : Window
{
public Window1()
{
InitializeComponent();

this.Show();

for (int i = 0; i < 24; ++i) { Ellipse e = new Ellipse();
e.Stroke = new SolidColorBrush(Color.FromArgb(5, 2, 200,
100)); e.StrokeThickness = 20; e.Width = 10.0; e.Height =
20.0; this.MainCanvas.Children.Add(e);
e.SetValue(Canvas.LeftProperty, 300);
e.SetValue(Canvas.TopProperty, 400); double duration = 6.0 ;
double delay = 1.0 ; DoubleAnimation opacityAnimation = new
DoubleAnimation(duration-1.0, 0.0, new
Duration(TimeSpan.FromSeconds(duration)));
opacityAnimation.BeginTime = TimeSpan.FromSeconds(delay);
```

```
opacityAnimation.RepeatBehavior = RepeatBehavior.Forever;  
e.BeginAnimation(Ellipse.OpacityProperty, opacityAnimation); }  
} } } [/csharp]
```