

AnimationController

flutter, animation, controller

setState(() {}); 가, ...

```
class _AddBookCardState extends State<AddBookCard>
  with TickerProviderStateMixin {
  double bottom = 0;
  AnimationController animationController;
  Animation<double> animation;
  Animation curve;
  bool mounted = true;

  @override
  void initState() {
    super.initState();
    print('_AddBookCardState init ${widget.idx}');

    animationController =
      AnimationController(duration: const Duration(seconds: 2), vsync:
this);
    curve = CurvedAnimation(parent: animationController, curve:
Curves.easeOut);
    animation = Tween<double>(begin: 0, end: 200).animate(curve);

    animationController.addListener(() {
      setState(() {});
    });
  }

  @override
  void dispose() {
    print('_AddBookCardState dispose ${widget.idx}');

    animationController?.dispose();
    super.dispose();

    mounted = false;
  }
}
```

Plugin Backlinks:

From:

<http://moro.kr/> - **Various Ways**

Permanent link:

<http://moro.kr/open/animationcontroller>

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