ANIMAL: A New Interactive Modeler for Animations in Lectures
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ANIMAL Basics
- Java (JDK 1.1.5+ with Swing, JDK 1.2.*)
- About 600 kB program size
- Freely available at
  http://www.informatik.uni-siegen.de/~inf/Software/Animal/

ANIMAL Features
- Objects: Point, Polyline / Polygon, Arc / Circle / Ellipse, Text, List Elements
- Effects: Show / Hide, Move, Rotate, Color Change, specific subtypes
- Precise timing using offset and duration
- Effects work on several objects at once

Visual Generation and Editing
- drag and drop used for all actions
- individual nodes adaptable by dragging
- area selection, cloning, and grid support
- very easy to use

Generation by Scripting
- LISTElement "e1" at (20 80) text "elem1" pointers 1
- LISTElement "e2" at (80 80) text "elem2" pointers 1
- setLink "e1" to "e2" within 20 ticks

Miscellaneous
- Image export: JPG, PNG, PCX, BMP, ...
- Import: JSamba, JAWAA (planned)
- Very compact storage: typically < 13kB
- Animations: algorithms, data structures, exceptions, verification
- All animations are available at
  http://www.informatik.uni-siegen.de/cgi-bin/roesslin/animations.pm

Some Screen Shots
- Examples: lists, compression, graph algorithms, sorting

Generation by Functions
- String h = gen.printHeader("QuickSort", 25, 10);
- generator.printArrayData(d, h, 15, 42, ’SW’);

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