

The goal of this work is to design a computer program for visualisation of algorithms and their execution in a classroom. The user writes the algorithm and attaches the prepared visualisation components to its data structures. The program will then record the progress of the computation and displays it as an interactive animation, alternatively it creates a PDF document with the key moments of the animation. In the presented work we introduce the Algorithm Animation Library. This library has been designed to be as flexible as possible, and at the same time as easy and friendly to use as possible. We present our approach towards animation of algorithms, briefly compare the developed library with the alternatives and conclude on when it is convenient to use the Algorithm Animation Library.