

Android Programming

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Hi, Teacher!

Here is my practice task 2:

```
2 Usages
@Composable
fun ProfileCard() {
    var isFollowing by rememberSaveable { mutableStateOf( value = false) }

    var followerCount by rememberSaveable { mutableStateOf( value = 999) }

    val buttonColor by animateColorAsState(
        targetValue = if (isFollowing) Color( color = 0xFFE0E0E0) else Color( color = 0xFF4CAF50),
        label = "FollowButtonColorAnimation"
    )
}
```

Firstly, I used rememberSaveable to manage the Follow/Unfollow toggle state for the profile card

```
2 Usages
@Composable
fun ProfileCard() {
    var isFollowing by rememberSaveable { mutableStateOf( value = false) }
```

Then I also added follower count to demonstrate later on that everything works

```
var followerCount by rememberSaveable { mutableStateOf( value = 999) }
```

And I also made Button Animation, so that when you press the follow button it changes from green to light grey:

```

val buttonColor by animateColorAsState(
    targetValue = if (isFollowing) Color(color = 0xFFE0E0E0) else Color(color = 0xFF4CAF50),
    label = "FollowButtonColorAnimation"
)

```

And as you can see, when you press the follow button, the text changes from Follow to Unfollow and vice versa(the text color also changes from white to black, for the better readability)

```

val buttonText = if (isFollowing) "Unfollow" else "Follow"

val buttonTextColor = if (isFollowing) Color.Black else Color.White

```

This is where I added text box with Follower Count:

```

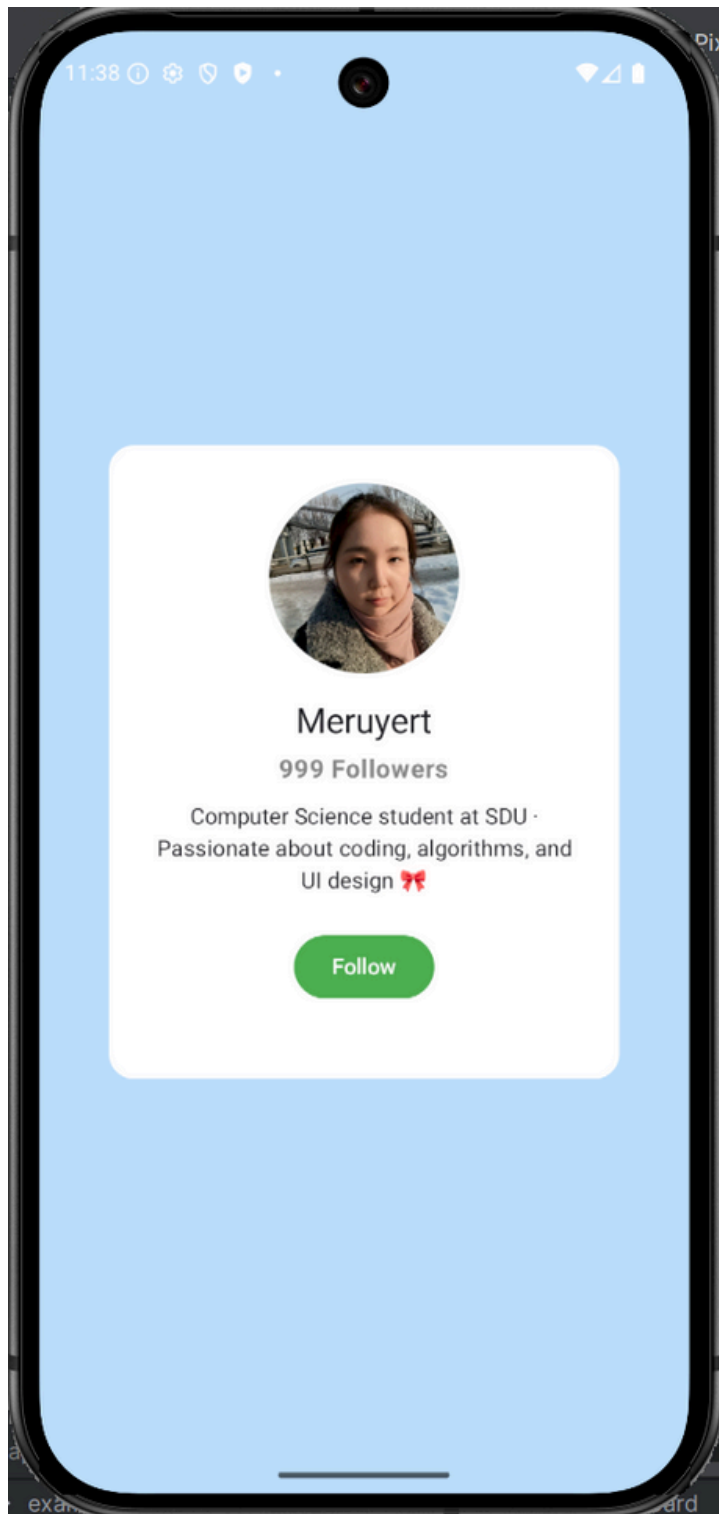
Text(
    text = "${followerCount} Followers",
    style = MaterialTheme.typography.bodyLarge,
    fontWeight = FontWeight.Bold,
    color = Color.Gray,
    modifier = Modifier.padding(top = 4.dp)
)

```

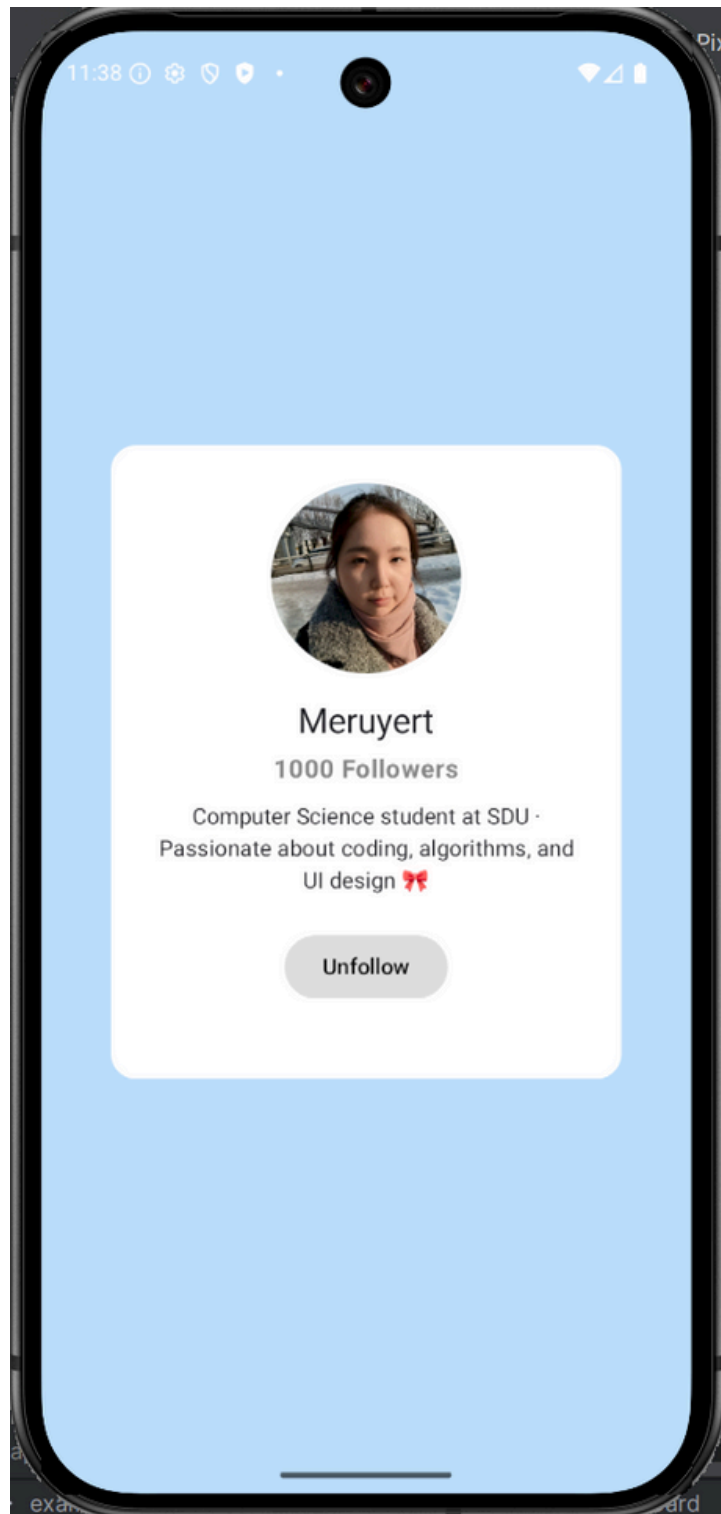
And the function of the button which uses buttonText, buttonTextColor, and buttonColor for animation. If/else statements so that when you press the button, the follower count increases or decreases when you press it again.

```
Button(  
    onClick = {  
        isFollowing = !isFollowing  
  
        if (isFollowing) {  
            followerCount++  
        } else {  
            followerCount--  
        }  
    },  
    colors = ButtonDefaults.buttonColors(containerColor = buttonColor)  
) {  
    Text(buttonText, color = buttonTextColor)  
}
```

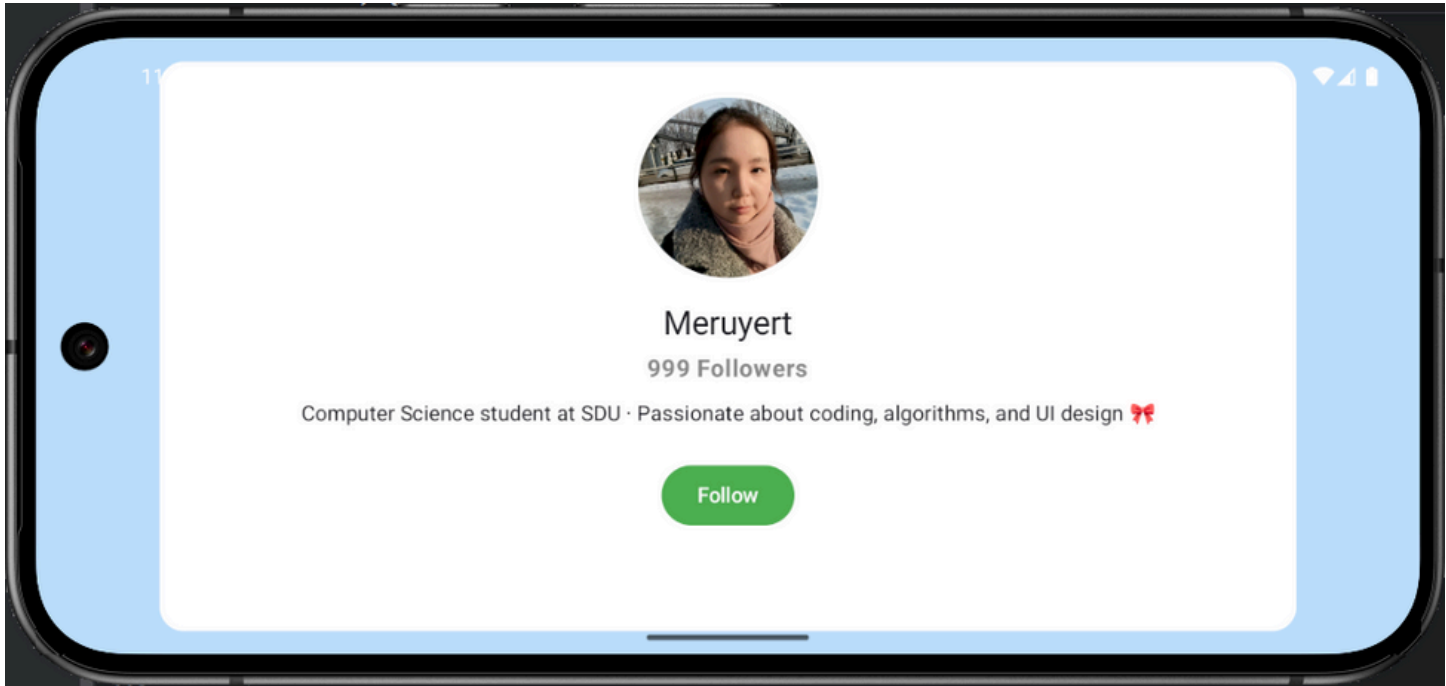
This is the final result:



As you see, when I press the green follow button, it changes its color and the follower count goes up.



It also works when you rotate your phone, due to rememberSaveable: so it survives configuration changes



Thank you!