Draw and Animate on Canvas with Jetpack Compose in Android Part 2

Maia Grotepass

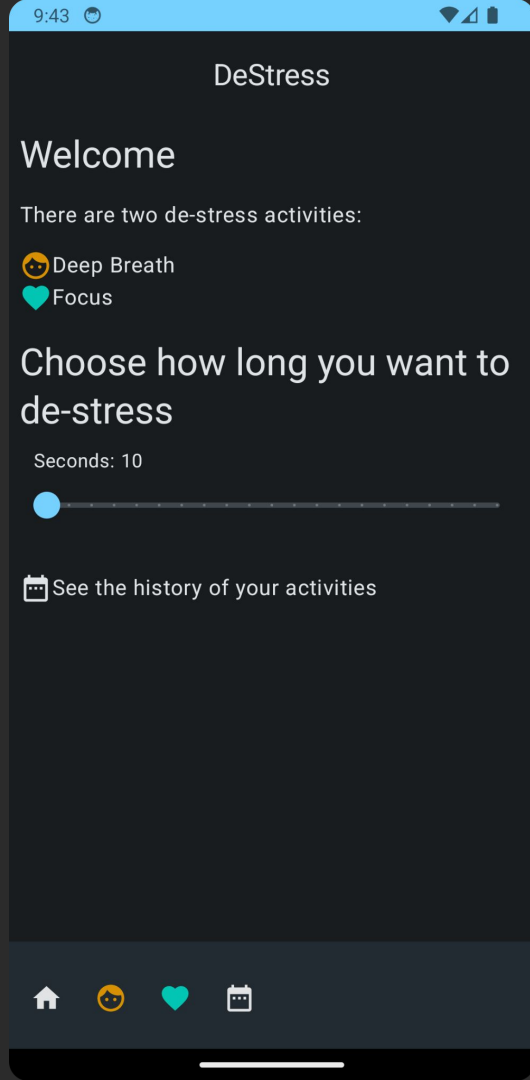@maiatoday

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Overview

- Revise the **project app**: DeStress
- **Implementation**
  - **Focus** screen
- **Coding challenge**
- **Final demo** showing all the screens
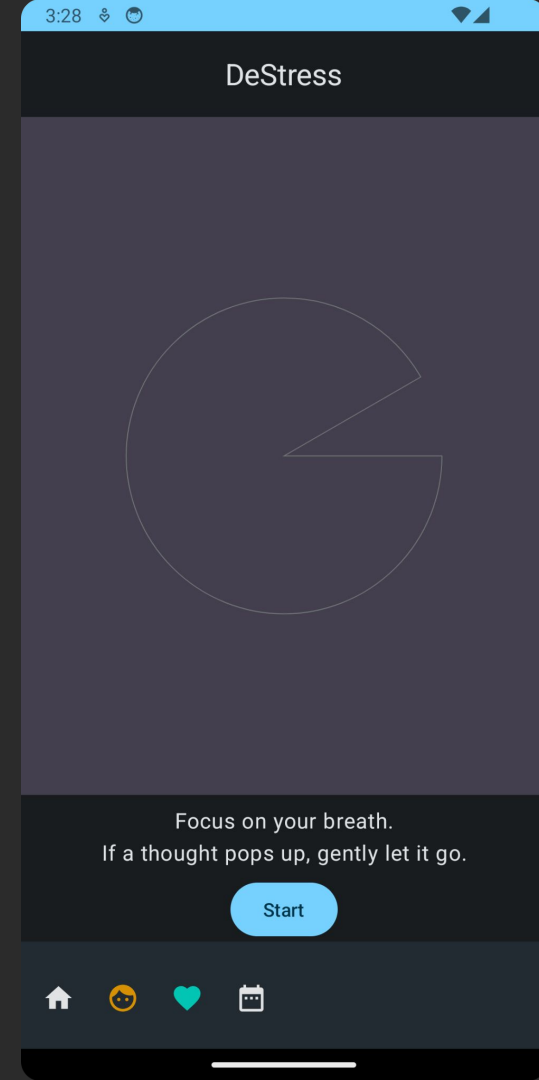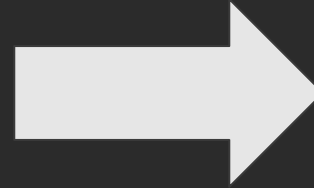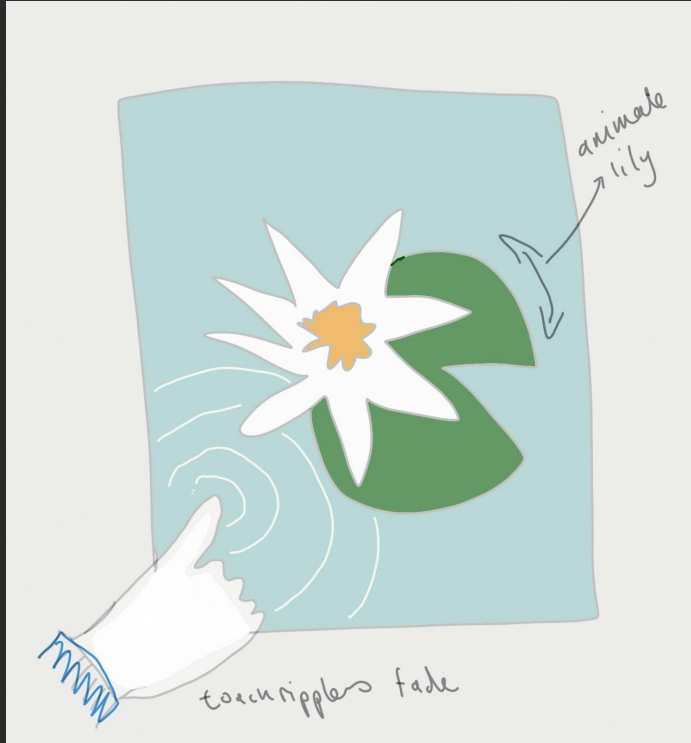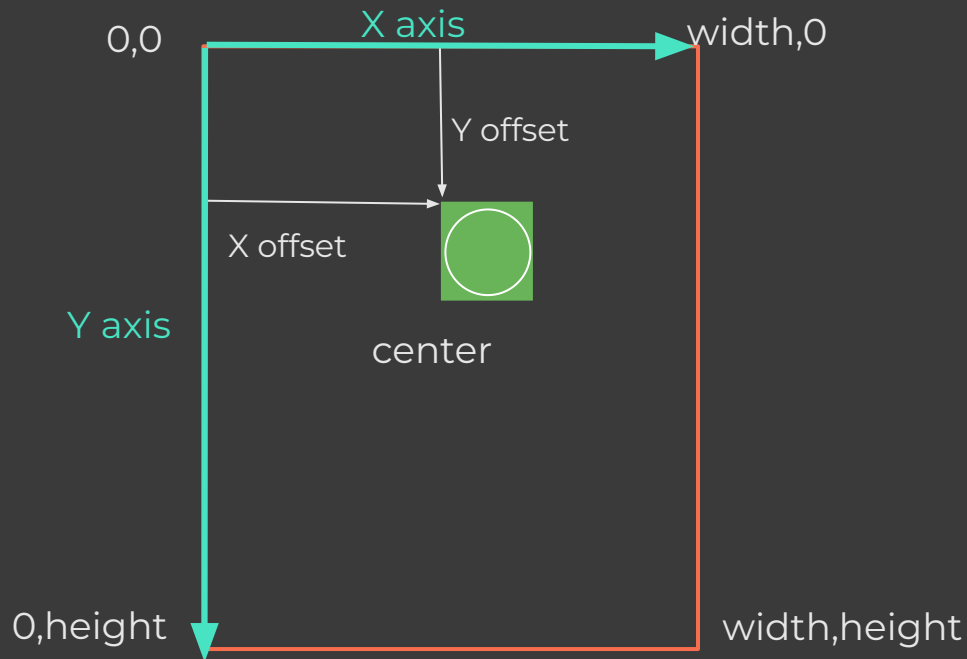- **Summary** of the course

Course Demo App

- Build the **custom components** of the DeStress App

- Timer, Navigation, ViewModel and basic screens are **provided**

- Implement the **Breath, History** from the provided designs in part one

- Implement the **Focus** screen from the provided designs in part two

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DeStress

Welcome

There are two de-stress activities:

😀 Deep Breath

💚 Focus

Choose how long you want to de-stress

Seconds: 10

📅 See the history of your activities

Course Demo App - Focus

Matrix transform
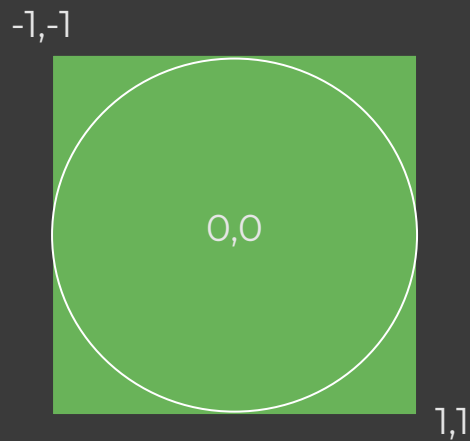
Coding Challenge ⚙️

Coding Challenge Solution ☀

Summary - Part 1

- Theory about **Canvas**, **modifiers** and **coordinate systems**

- Simple component using **drawCircle**, **radialGradient**, **Brush**

- Animate the sun with **repeatInfiniteTransition** and **scale**

- Simple graph grid **drawRect** and drawLine

- Bar graphs **drawRect**

- Smooth transition with **Crossfade**

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Summary - Part 2

- Lily pad **drawArc**
- Lily brushes with **radialGradient**
- Lily shape path **RoundedPolygon** and **drawPath()** with **toPath()** and **asComposePath()**
- Cached the path calculations
- Moved and scaled the lily with **translate** and **scale**
- Detected a tap position on the screen - **pointerInput**, **detectTapGesture**
- Created a ripple at the offset - **drawCircle**
- Animated the ripple - **coroutinescope**, **snapTo()**, **animateTo()**
- Smooth transition with **CrossFade**
- Animate rotation of lily - **rememberInfiniteTransition**, **rotate**
- Demo completed app

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Thank You

Maia Grotepass

🐦 @maiatoday
in in/maiagrotepass