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

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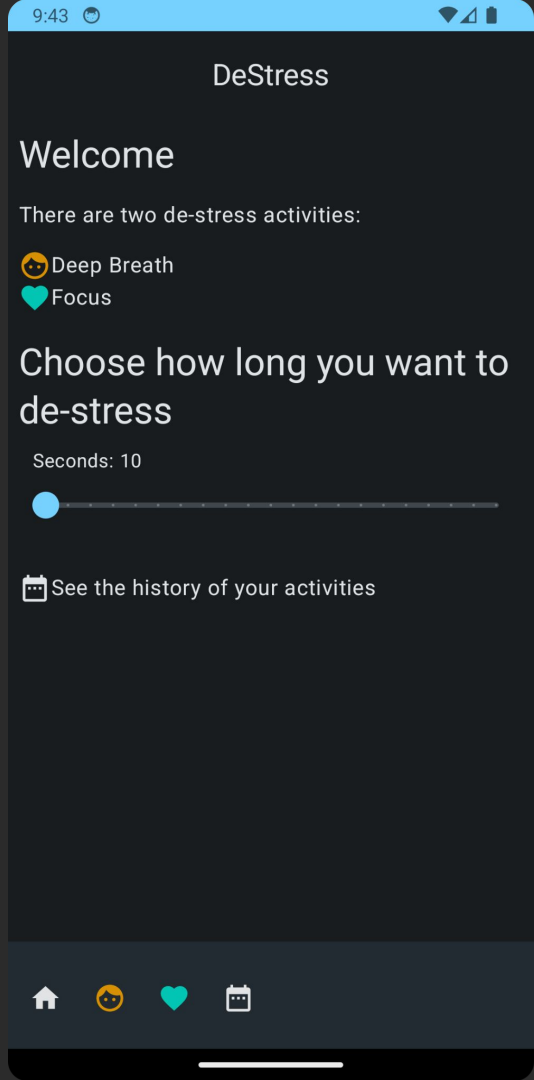
Overview

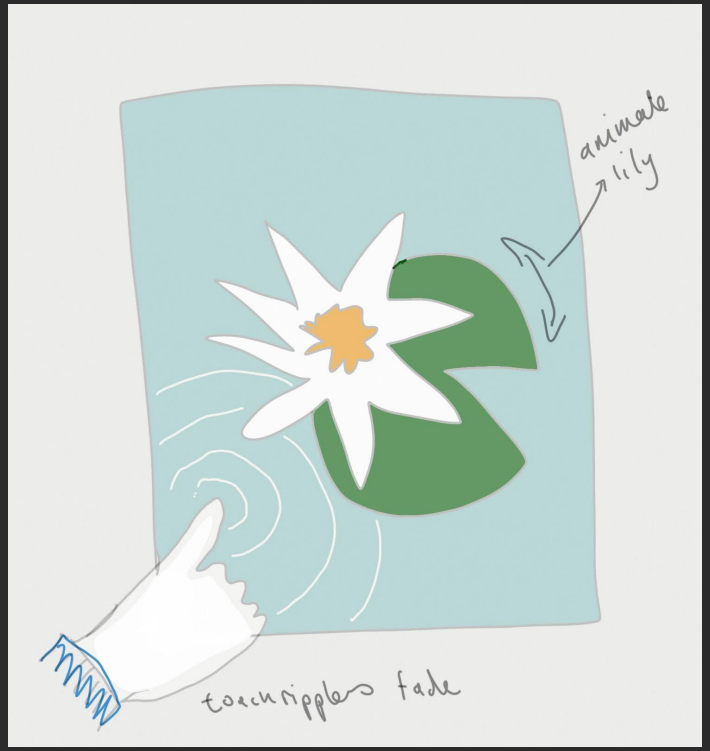
- Revise the **project app**: DeStress
- **Implementation**
  - **Focus** screen
- **Coding challenge**
- **Final demo** showing all the screens
- **Summary** of the course

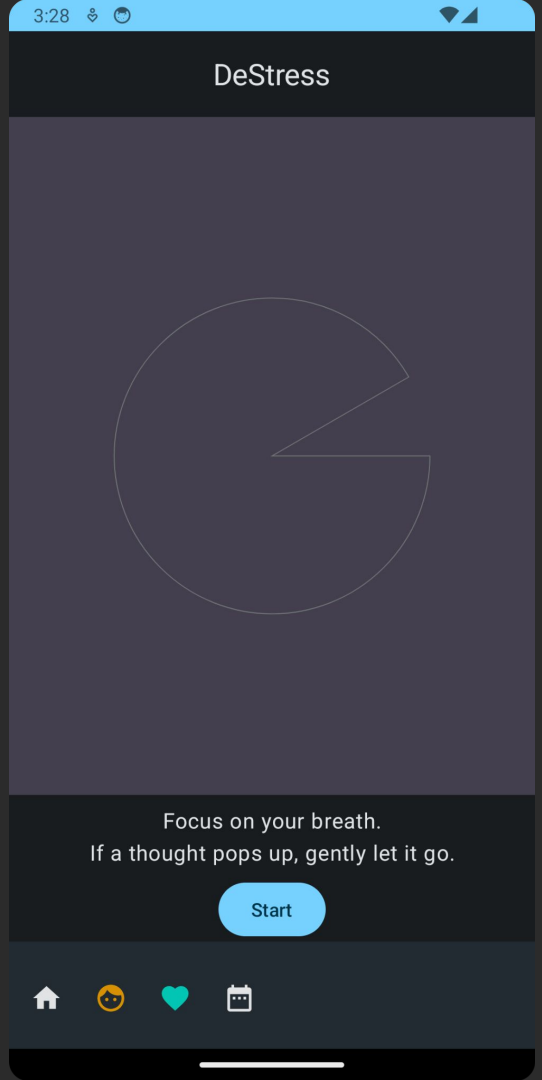
Course Demo App

- 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



Course Demo App - Focus





Coding Challenge

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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

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