

# CompositionLocal

- A tool to pass data through Compositions implicitly
- Used to scope data to a sub-tree
- Different sub-trees can have different implementations



# Explicit Composable Parameters

```
@Composable
fun App(name: String) {
    MaterialTheme {
        TextBar("Hello", Color.Cyan)
    }
}

@Composable
fun TextBar(name: String, color: Color) {
    Text(text = "Hello $name!", color = color )
}
```



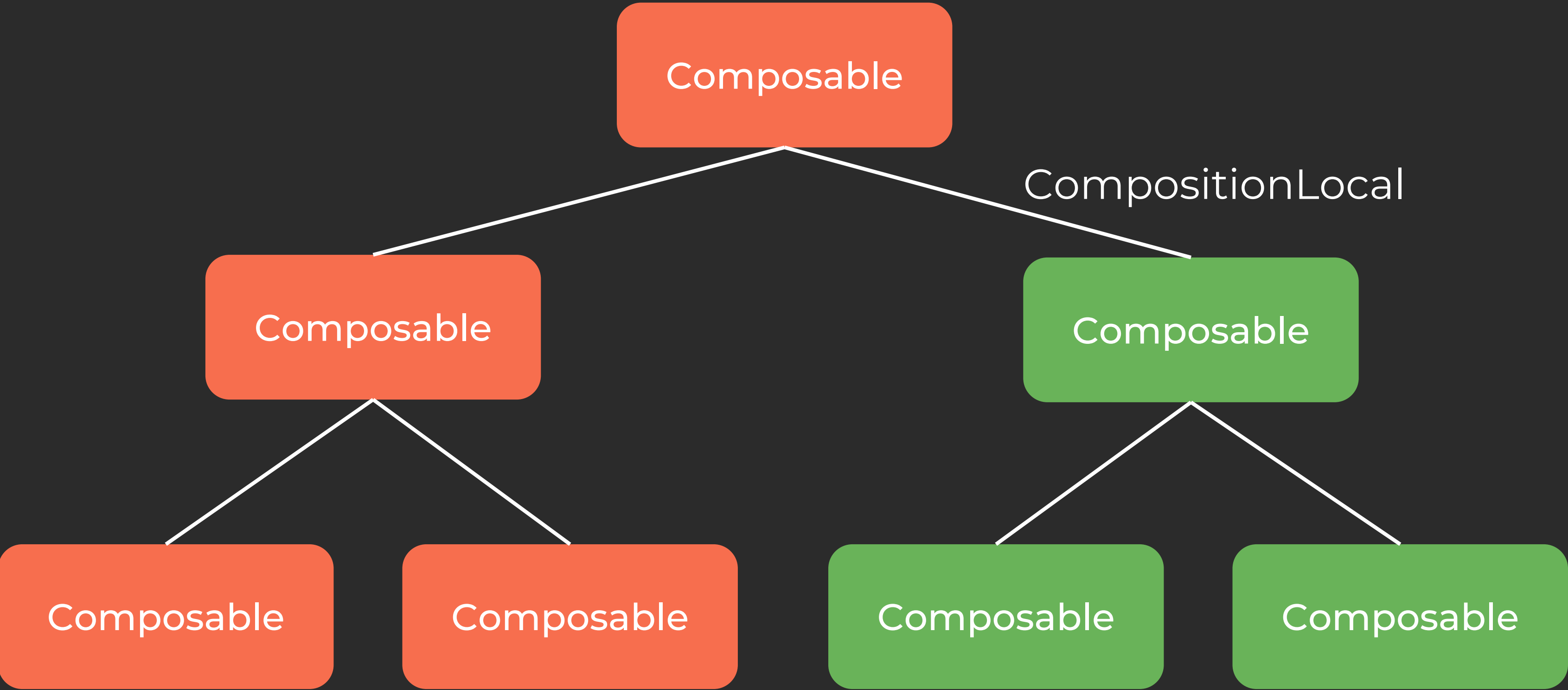
# Implicit Composable Parameters

```
@Composable
fun App(name: String) {
    MaterialTheme {
        TextBar("Hello")
    }
}

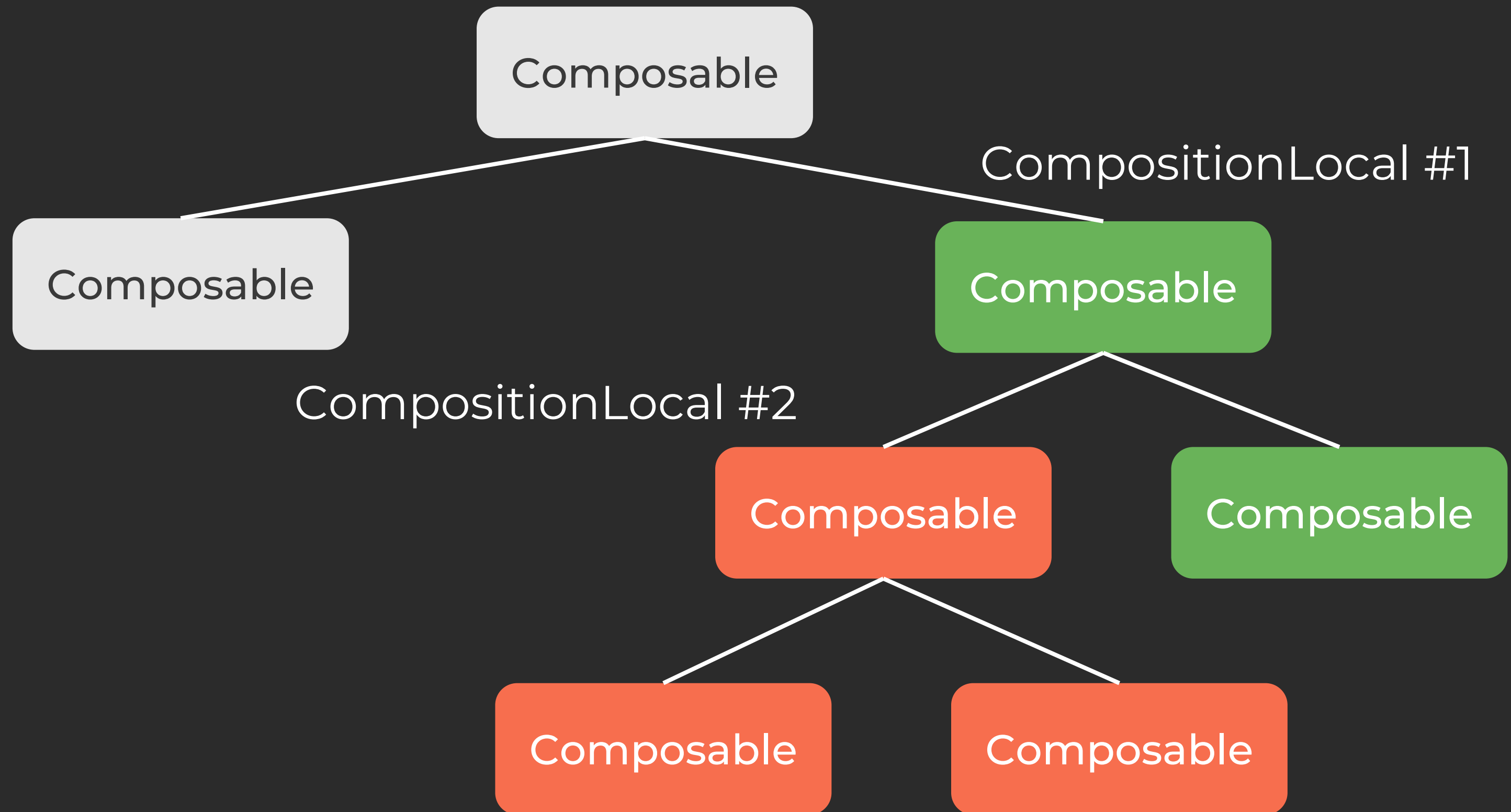
@Composable
fun TextBar(name: String) {
    Text(text = "Hello $name!", color = MaterialTheme.Colors.onSurface )
}
```



# CompositionLocal Tree



# CompositionLocal Tree



# Ways to Create CompositionLocal

- `compositionLocalOf`
  - For values that change often or are animated
  - Eg: colors, dimensions
- `staticCompositionLocalOf`
  - For values that are less likely to change in the sub-tree
  - Eg: font loader



# Summary

In this section, you learned about:

- Best practices for adding a dark theme
- Creating a theme switcher dialog
- `CompositionLocal` tree
- Use `compositionLocalOf` for values that change often
- Use `staticCompositionLocalOf` for values less likely to change often

In the next section, you will learn about adding customizable previews.

