

#drivindconrtaily

@Elizadarnkoder


```
@Composable
fun Heart() {
    ...
    LaunchedEffect(animated) {
        color.animateTo(if (animated) Color.Red else Color(0xFFFFB79A))
    }
    ...

    Image(
        ...
        colorFilter = ColorFilter.tint(color.value)
    )
}
```



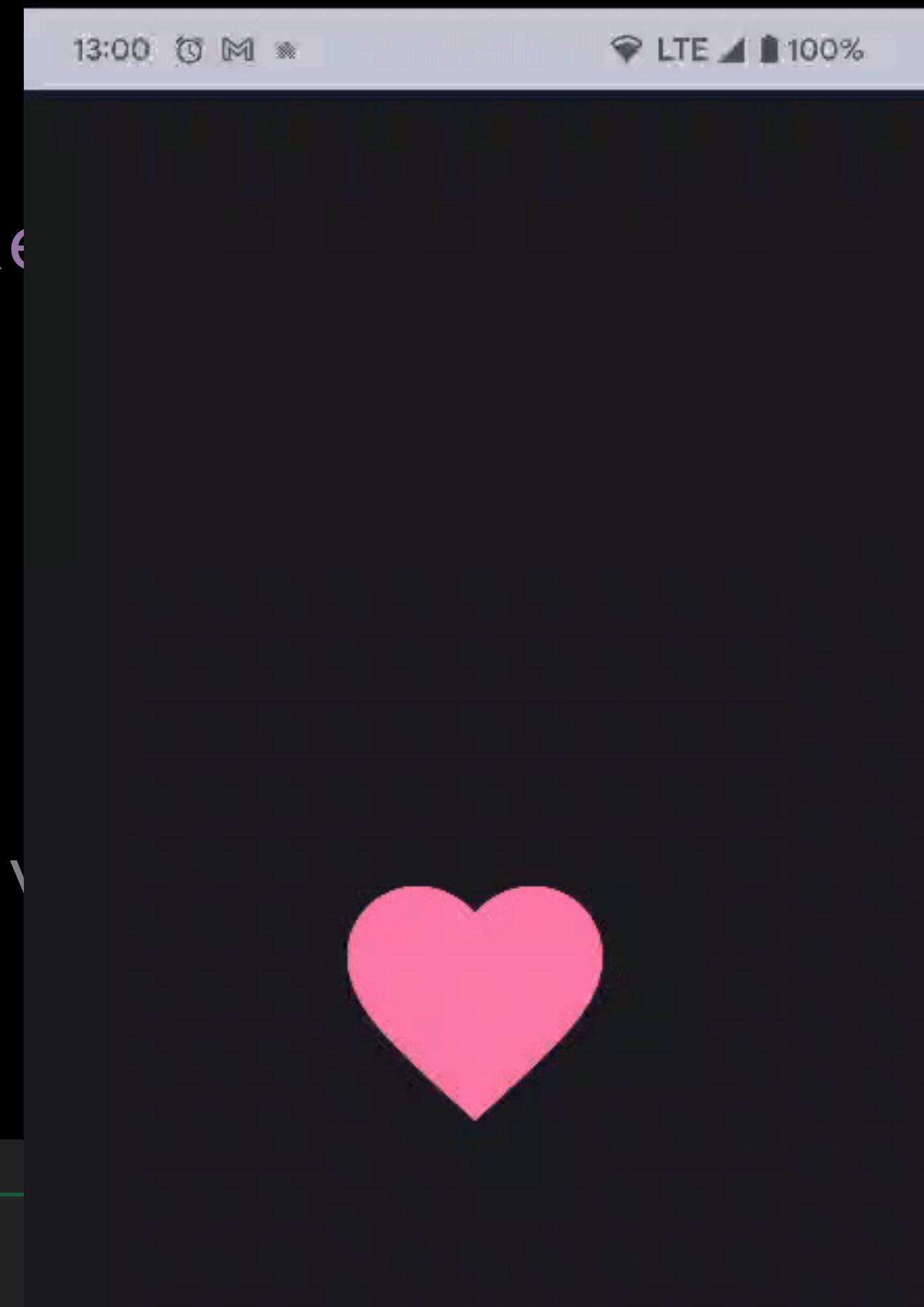
animata*Assate



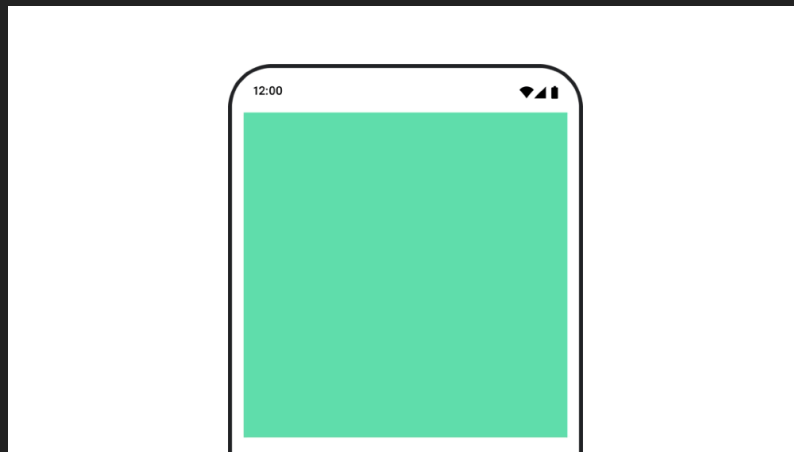
animate*AsState

```
@Composable
fun Heart() {
    ...
    LaunchedEffect(animated) {
        color.animateTo(if (animated) Color.Red else Color.Blue, animationSpec = animationSpec<Color>())
    }
    ...

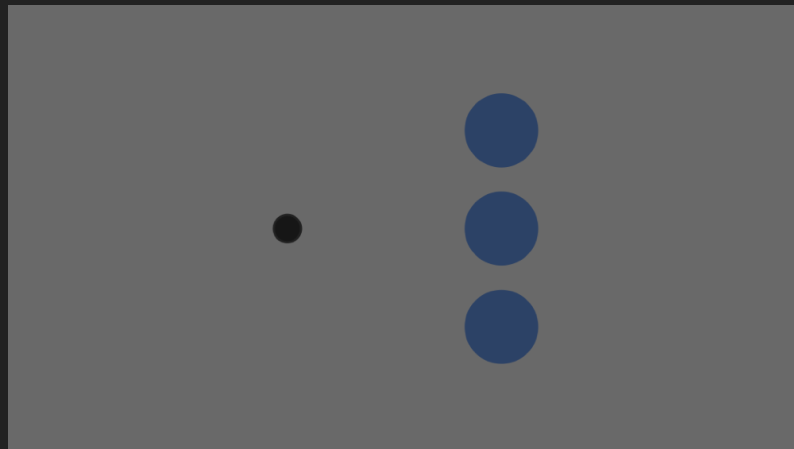
    Image(
        ...
        colorFilter = ColorFilter.tint(color.value)
    )
}
```



Value change APIs



Single: `animate*AsState`



Multiple: `Transition` or `InfiniteTransition`