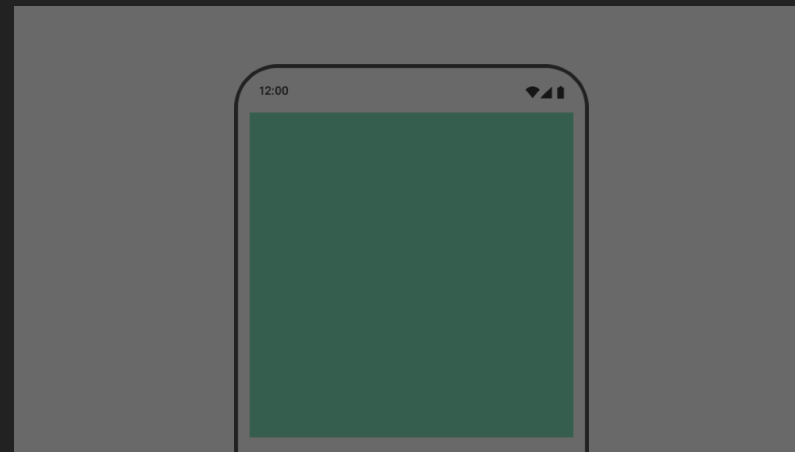
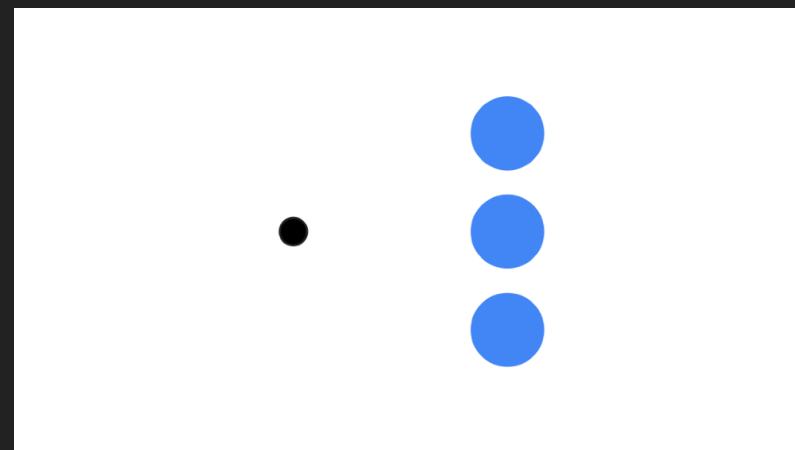


Value change APIs



Single: `animate*AsState`



Multiple: `Transition` or `InfiniteTransition`

updateTransition()

```
@Composable
fun Title() {
    val transition = updateTransition(targetState = isLoading)

    val bgColor1 = MaterialTheme.colorScheme.primary
    val bgColor2 = MaterialTheme.colorScheme.secondary

    val bgColor = transition.animateColor(label = "loadAnim") {
        if (it.value) bgColor2 else bgColor1
    }
    Text(
        ...
        color = MaterialTheme.colorScheme.onPrimary
    )
}
```