

@Elizadarnkoder

#drivindconrtaily

target value = 1f

initial value = 0f,



val infiniteTransition() = new InfiniteTransition()

fun LoadingVisitedCriticalSection {

@Ccompasabtle

valid alphabetic transcription. annotated



an infinite sequence of finite representations (



animation = keyframes {



duration Min 1000

0.7fat500

repeatModel = RepeatModel.Reverse



member Infinite Transition()

$$\text{target}/\text{value} = 1f$$

initial value = 0f,



val infiniteTransition = member InfiniteTransition()

function LoadingVisitedCitiesItem() {

@composabTe

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