

#drivindconrtaily

@Elizadarnkoder


```
@Composable
fun Heart() {
    var animated by remember { mutableStateOf(false) }
    val color = if (animated) Color.Red else Color(0xFFFFB79A8)

    ...

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



animata*Assate



funHeart()

colorFilter = ColorFilter.tint(color)

valcodor



@ccomposabtle



















































































































































by *annotate* *color* *As* *std* *(target* *Value*



funHeart()

colorFilter = ColorFilter.tint(color)

valcoolor



@ccprosaible











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