

#drivindconrtaily

@Elizadarnkoder


```
@Composable
fun Heart() {
    var animated by remember { mutableStateOf(false) }
    val color by animateColorAsState(targetValue = if
        (animated) Color.Red else Color(0xFFFFB79A))

    ...

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



animae*Assate



val color by data for As Set (target value = if

(animated) Color Red (0xFF79A8)

Imagge((

@ccomposabtle

var initiated by member {mutableStateOf(false)}



colorFilter = ColorFilter tint(color)

funHeart()

