

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
    )
}
```

updateTransition()

```
enum class VisitedCitiesState {  
    Loaded,  
    Loading,  
    Error  
}
```