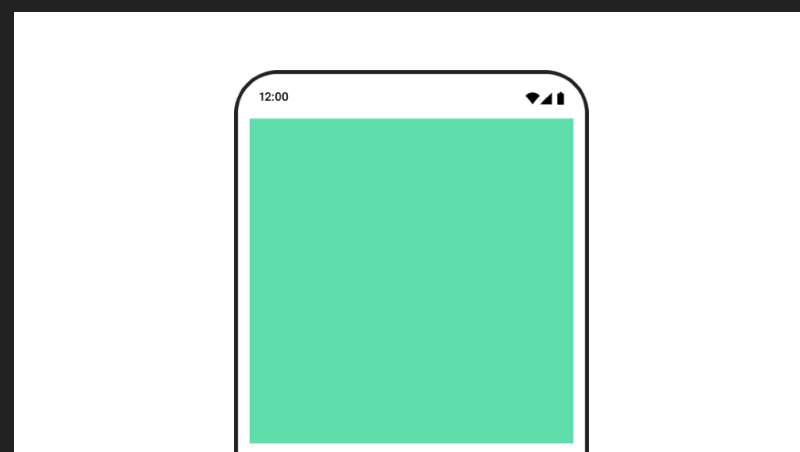
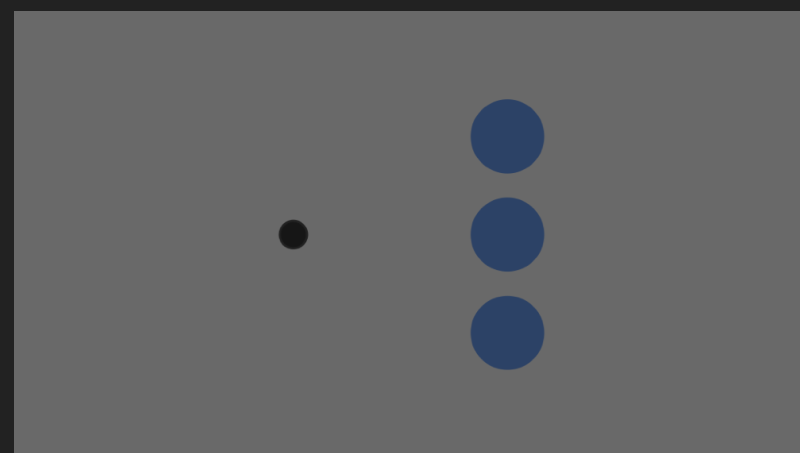


# Value change APIs

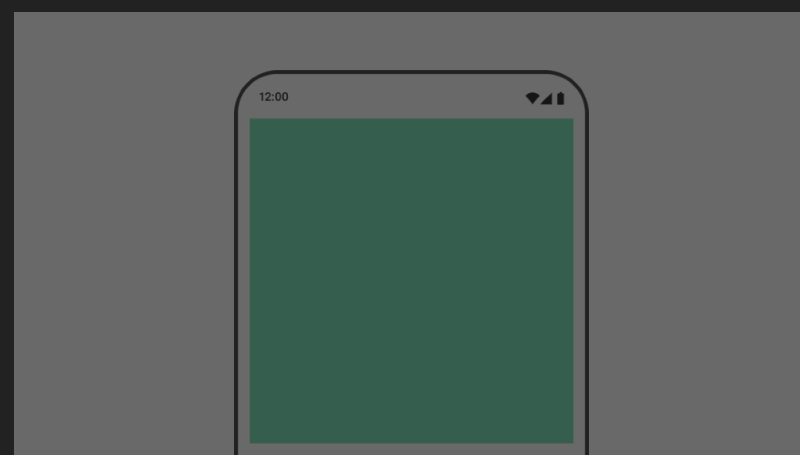


Single: `animate*AsState`

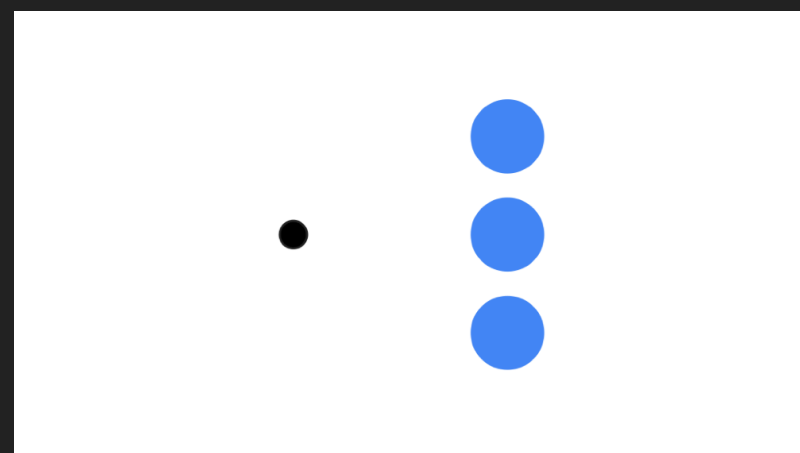


Multiple: `Transition` or `InfiniteTransition`

# Value change APIs



Single: `animate*AsState`



Multiple: `Transition` or `InfiniteTransition`