#AMxDC24

@ElizaCamber

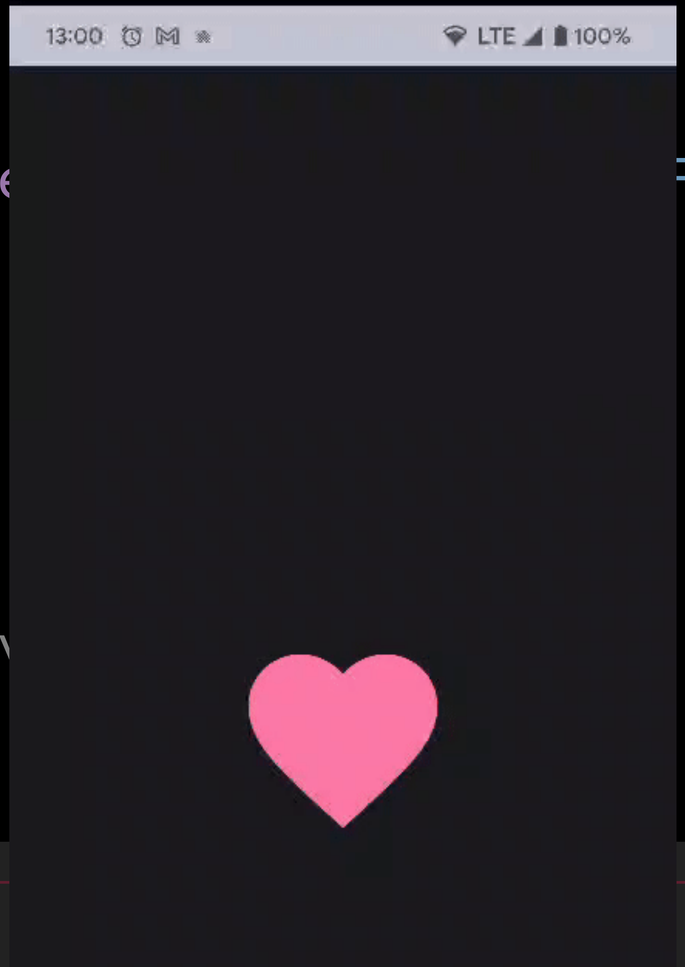
mkodo

animate*AsState

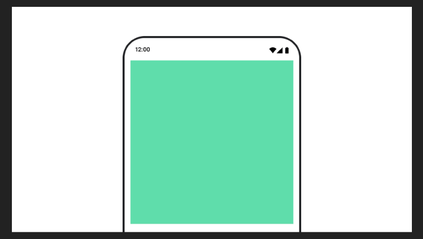
```
@Composable
fun Heart() {
    ...
   LaunchedEffect(animated) {
    color.animateTo(if (animated) Color.Red else Color(0xFFFB79A8))
   }
    ...

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

animate*AsState

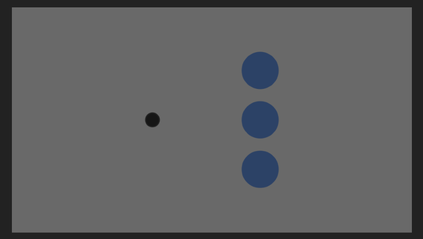
```
@Composable
fun Heart() {
    ...
   LaunchedEffect(animated) {
    color.animateTo(if (animated) Color.Re                    FB79A8))
   }
    ...

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



Value change APIs



Single: `animate*AsState`



Multiple: `Transition` or `InfiniteTransition`