





#ANM X DOR4

@Elizadarnkoder

**nkood**



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









# Visited cities



Chicago

Times visited: 1



NYC

Times visited: 6



Madrid

Times visited: 4



Santorini

Times visited: 2



London

Times visited: 40





# Visited cities



Chicago

Times visited: 1



NYC

Times visited: 6



Madrid

Times visited: 4



Santorini

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London

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Times visited: 40





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Chicago

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London

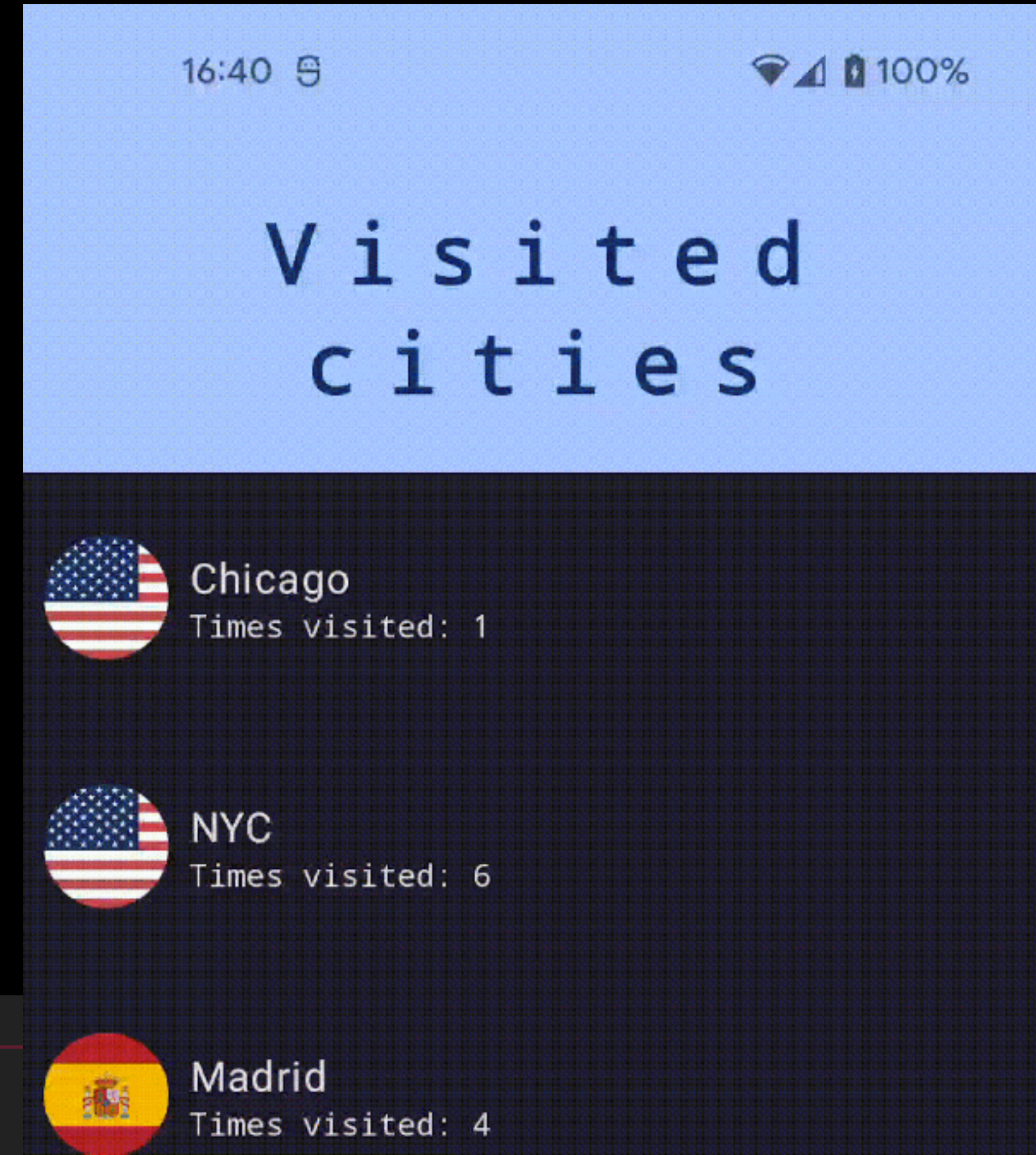
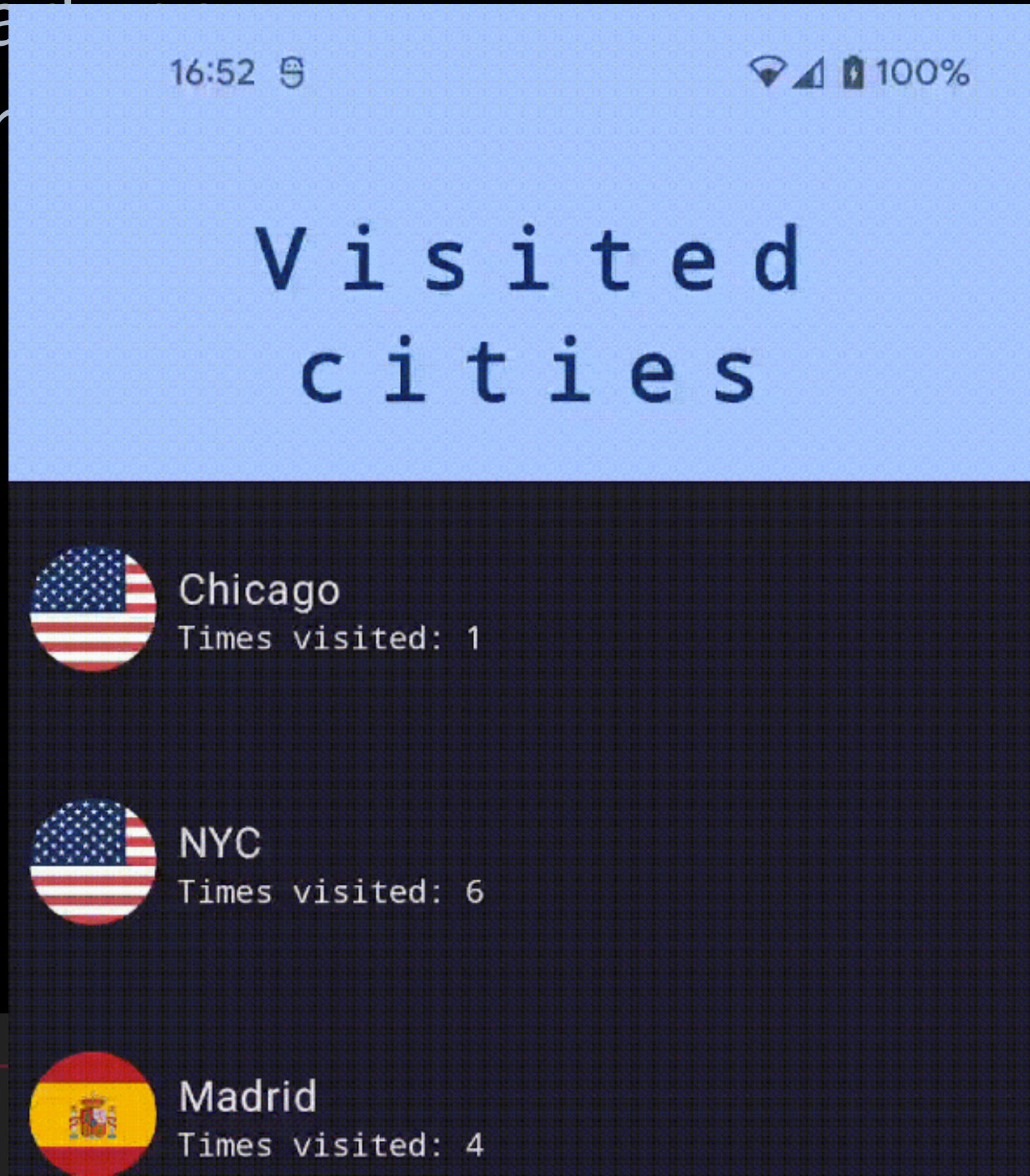
Times visited: 40





# updateTransition()

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





# updateTransition()

```
transition.an|
val bgCo f animateColor(...) {...} State<Color>
val bgCo v animations List<Transition<MutableState<Boolean>>.Trans...
val bgCo f animateFloat(...) {...} State<Float>
    if f animateDp(...) {...} State<Dp>
    f animateInt(...) {...} State<Int>
    f animateIntOffset(...) {...} State<IntOffset>
val sca f animateIntSize(...) {...} State<IntSize>
    if f animateOffset(...) {...} State<Offset>
    f animateRect(...) {...} State<Rect>
return f animateSize(...) {...} State<Size>
    f animateValue(typeConverter: TwoWayConverter<T,... State<T>
```