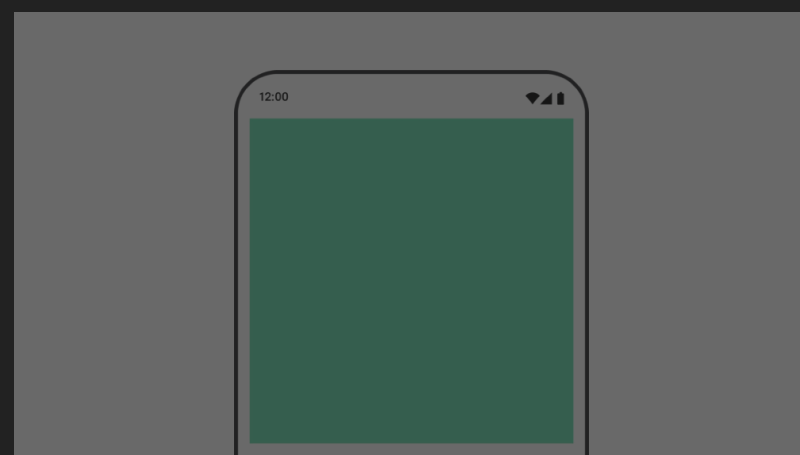
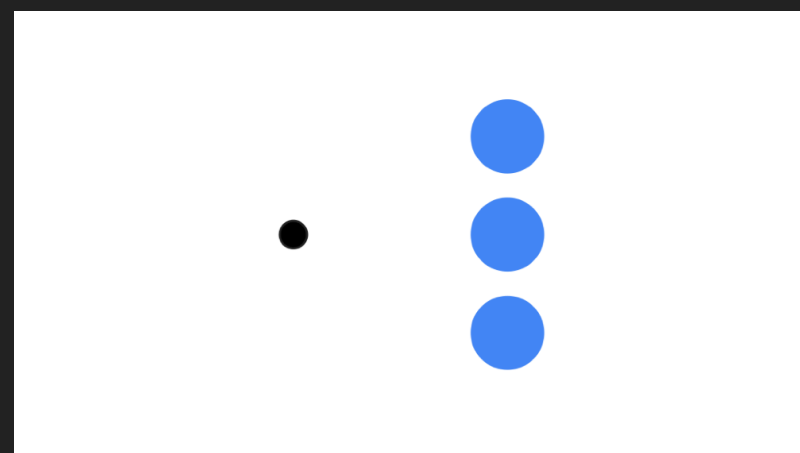


Value change APIs



Single: `animate*AsState`



Multiple: `Transition` or `InfiniteTransition`

rememberInfiniteTransition()

