import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

const MyApp({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return MaterialApp(

home: AnimationExample(),

);

}

}

class AnimationExample extends StatefulWidget {

@override

\_AnimationExampleState createState() => \_AnimationExampleState();

}

class \_AnimationExampleState extends State<AnimationExample> {

bool \_isExpanded = false;

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: const Text('AnimatedContainer Example')),

body: Center(

child: GestureDetector(

onTap: () {

setState(() {

\_isExpanded = !\_isExpanded;

});

},

child: AnimatedContainer(

duration: const Duration(seconds: 1),

curve: Curves.easeInOut,

width: \_isExpanded ? 200 : 100,

height: \_isExpanded ? 200 : 100,

color: \_isExpanded ? Colors.blue : Colors.red,

alignment: \_isExpanded ? Alignment.center : Alignment.topLeft,

child: const Text(

'Tap Me',

style: TextStyle(color: Colors.white, fontSize: 16),

),

),

),

),

);

}

}