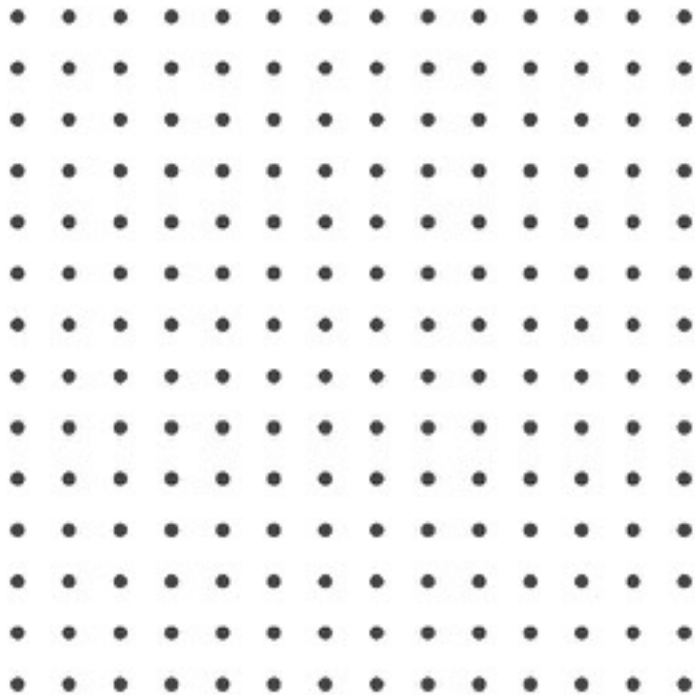
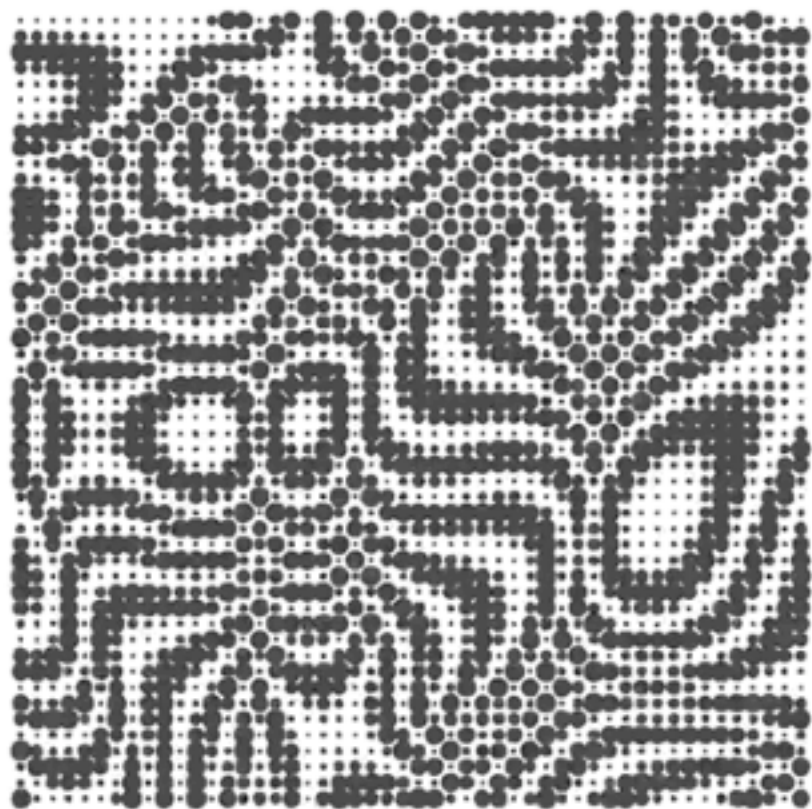


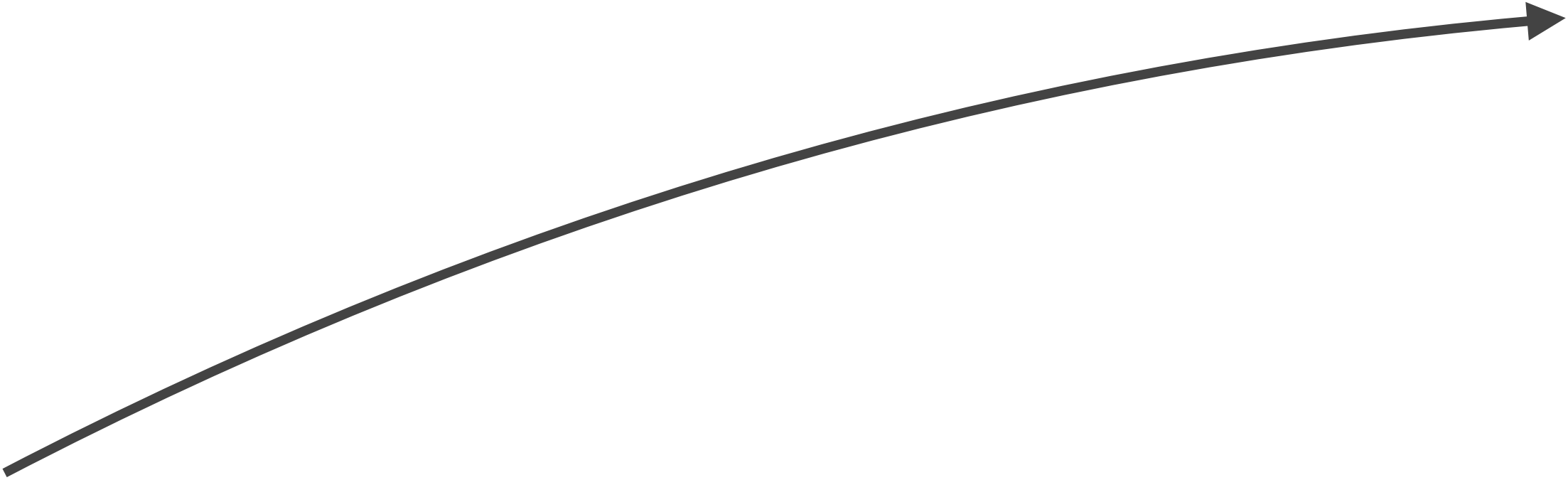
# Grids!

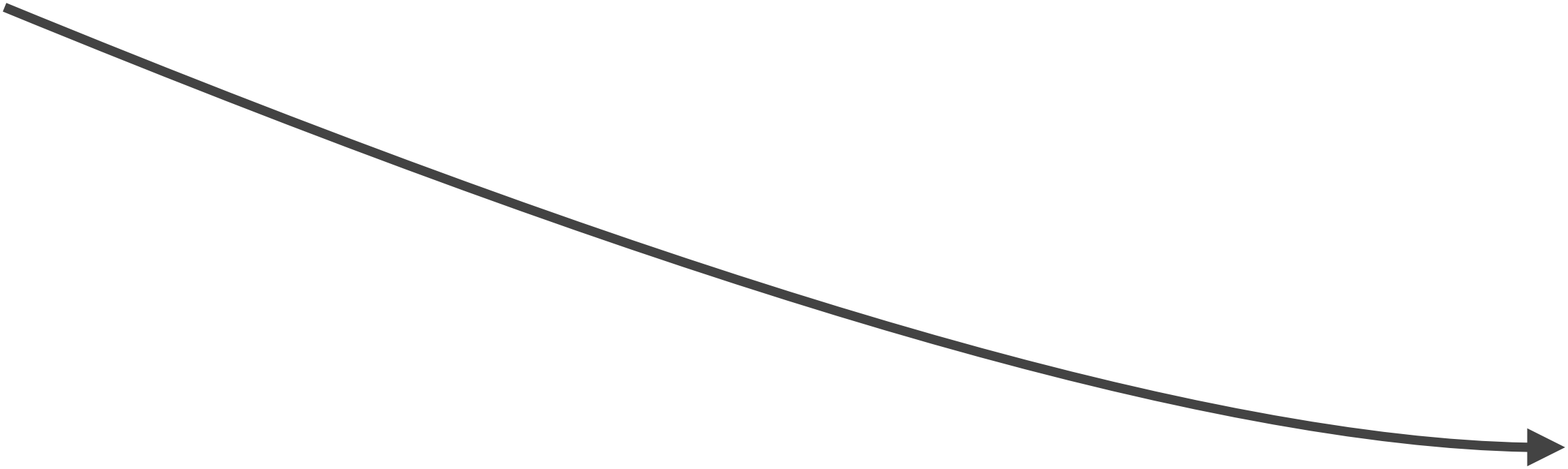
draw + morph



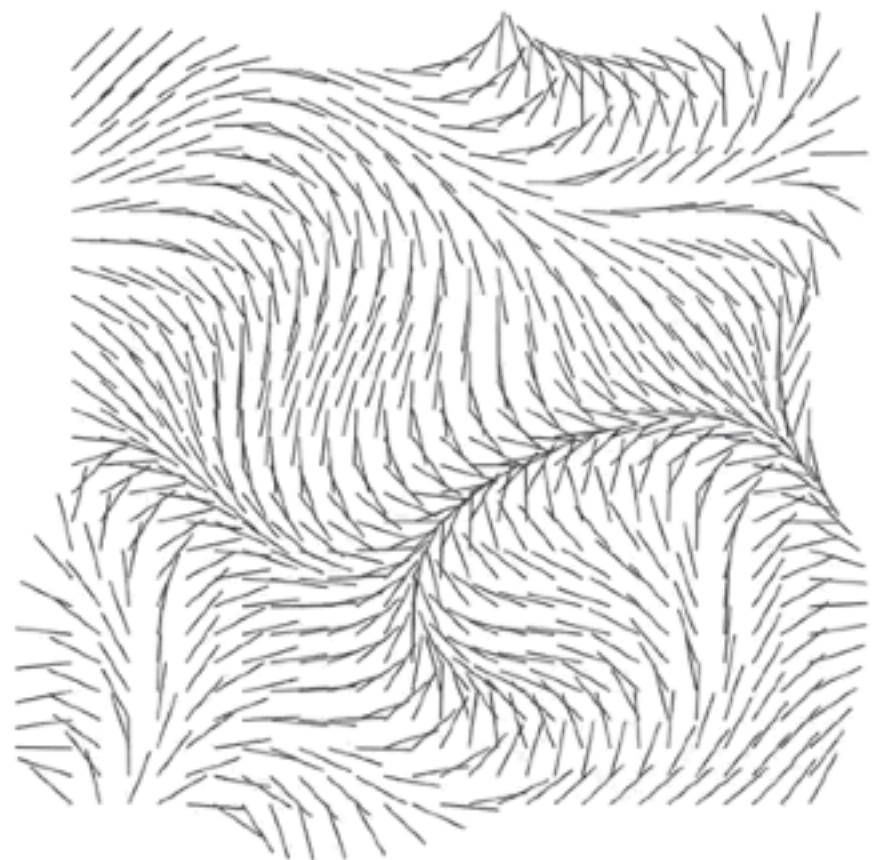


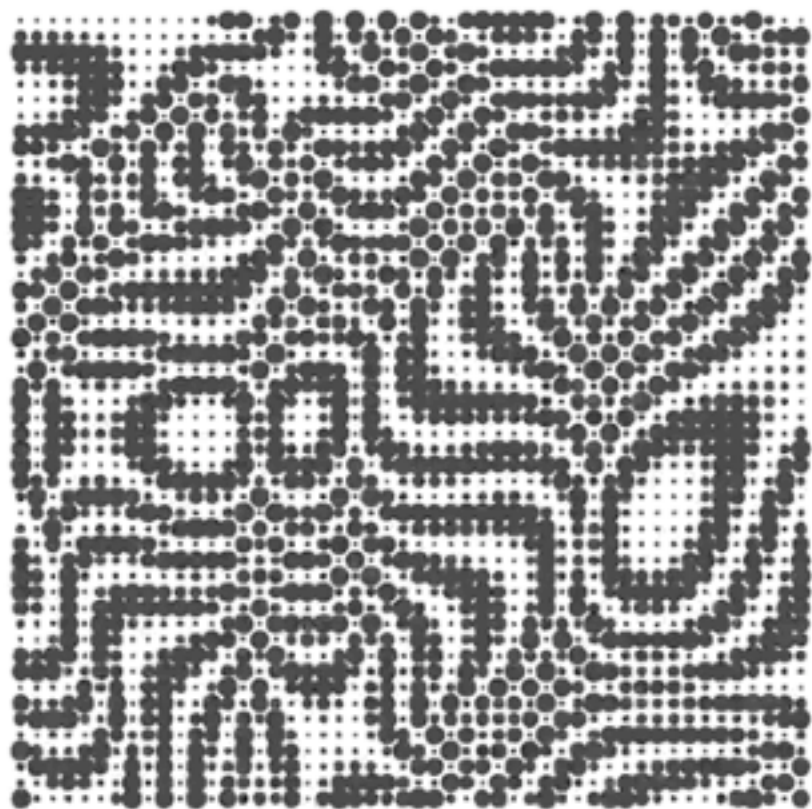


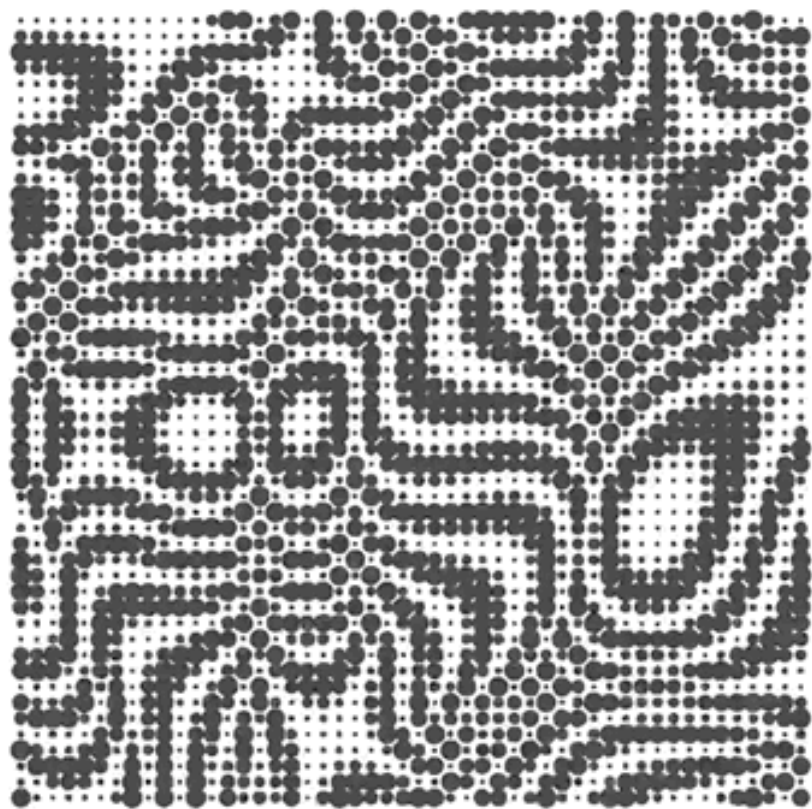


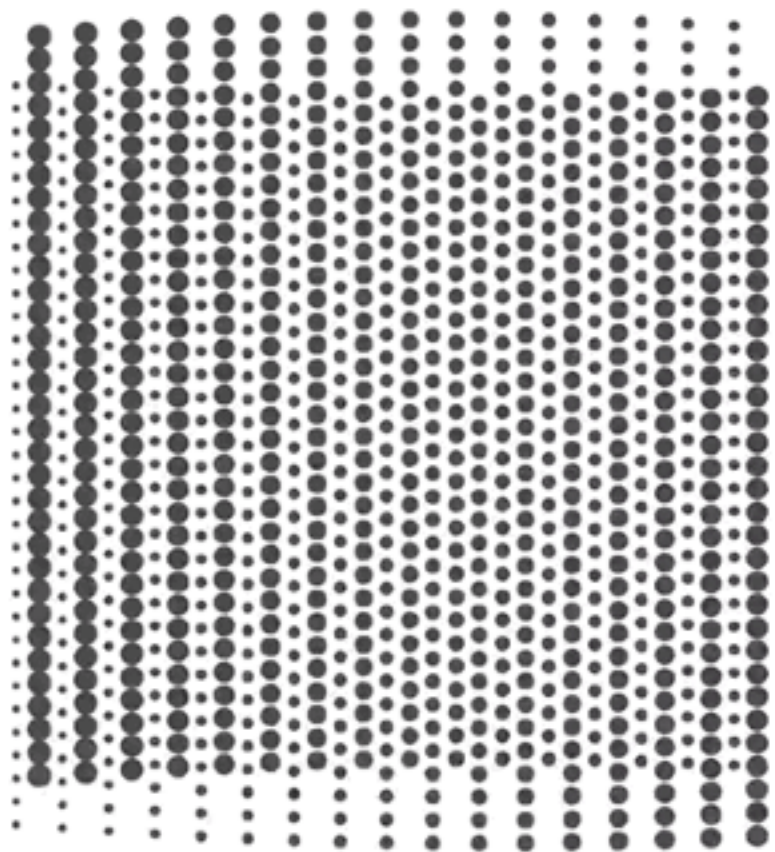


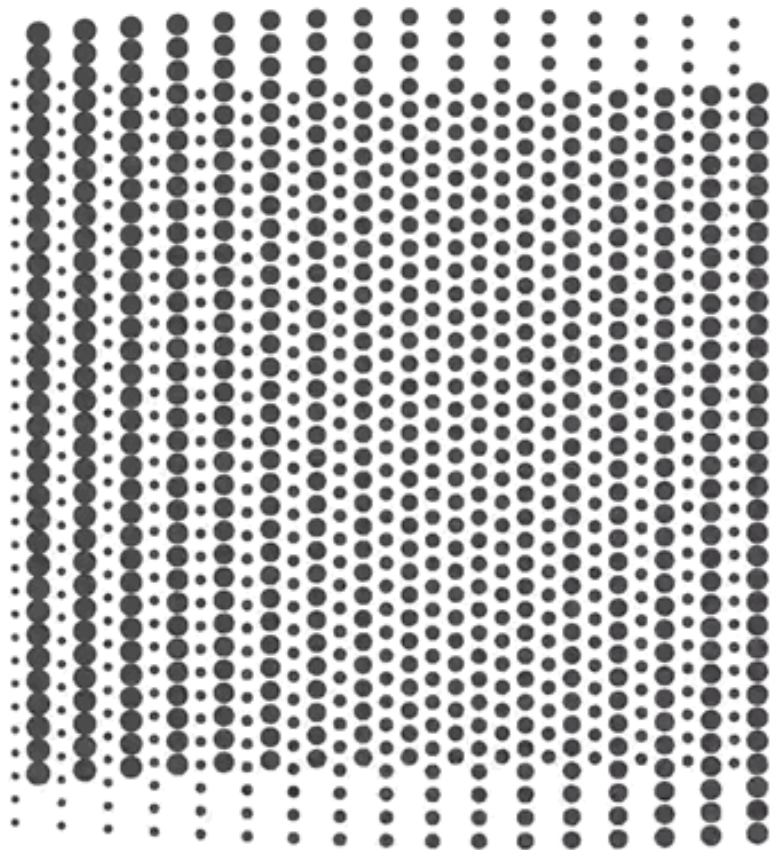




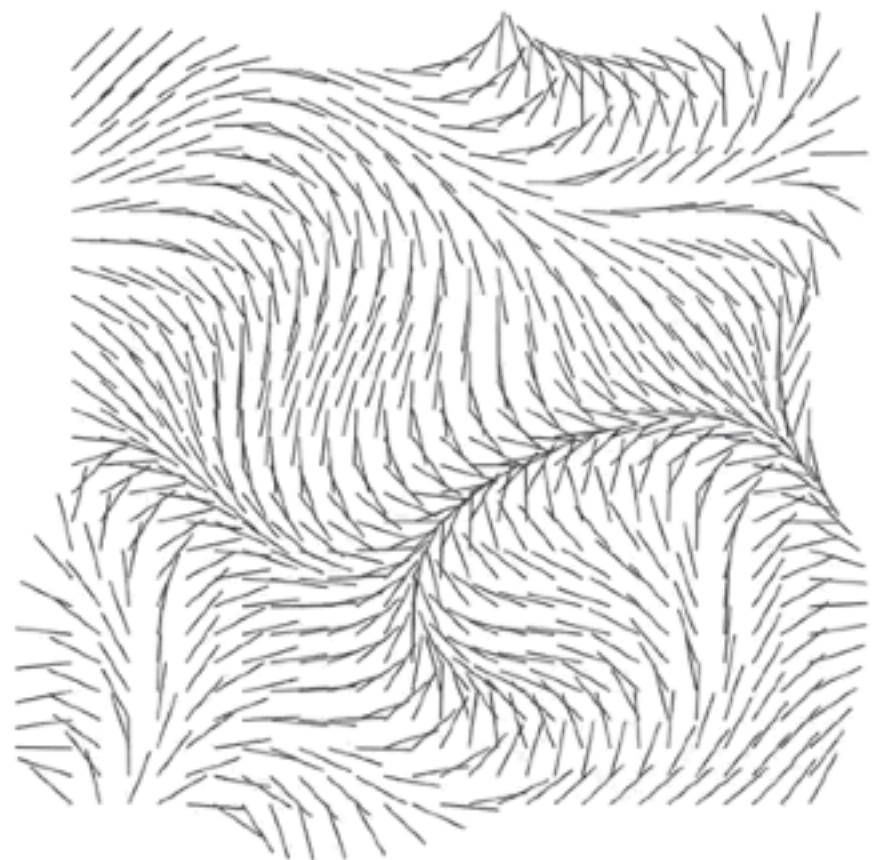


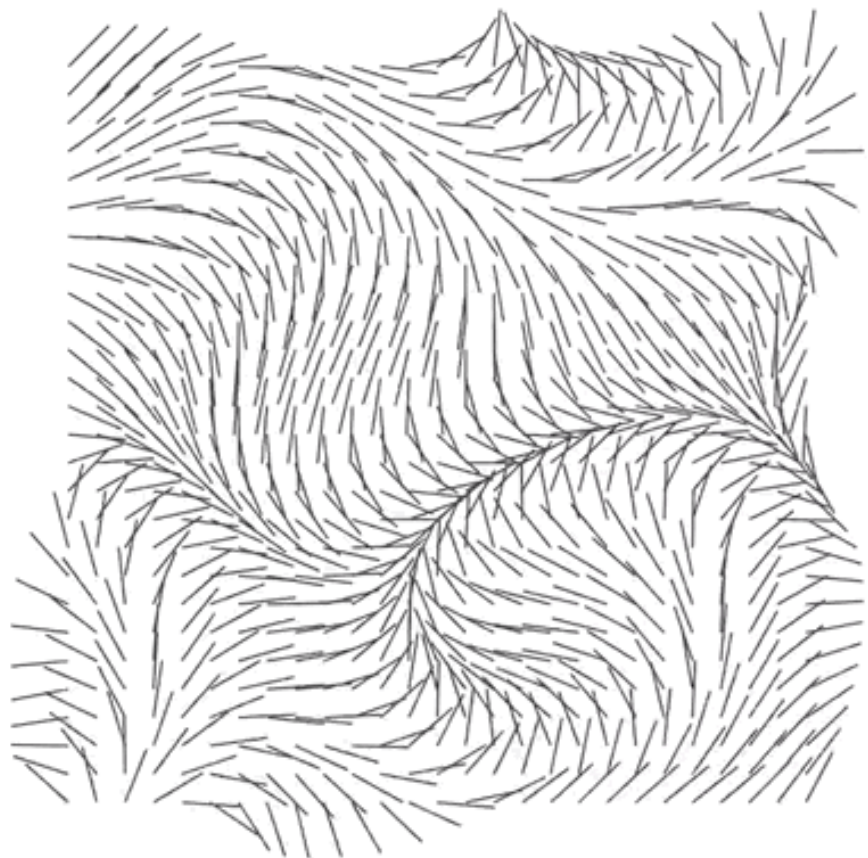






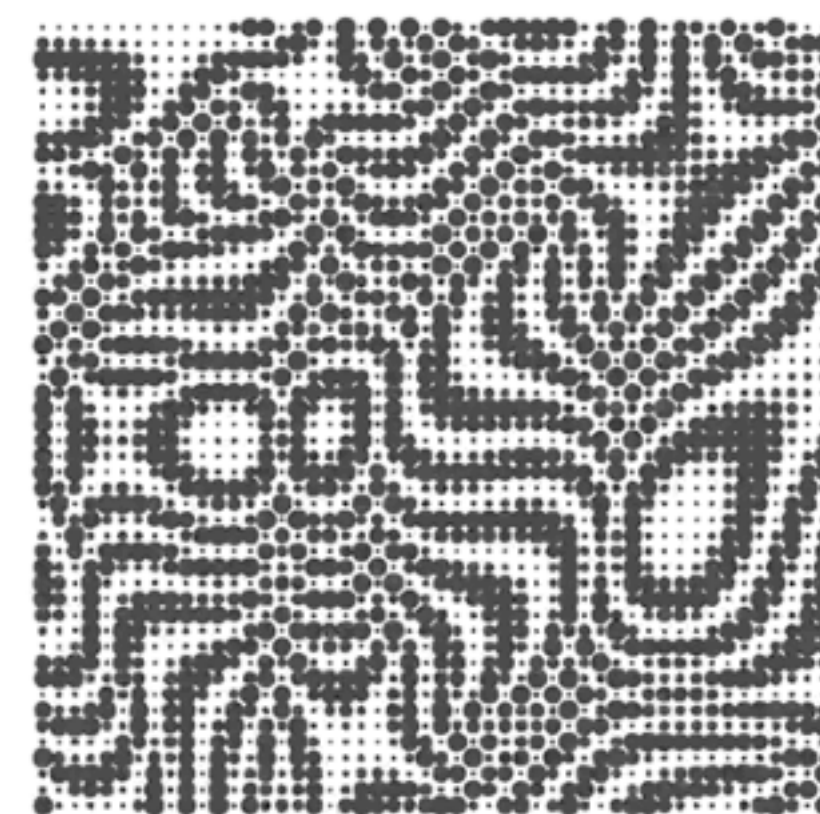
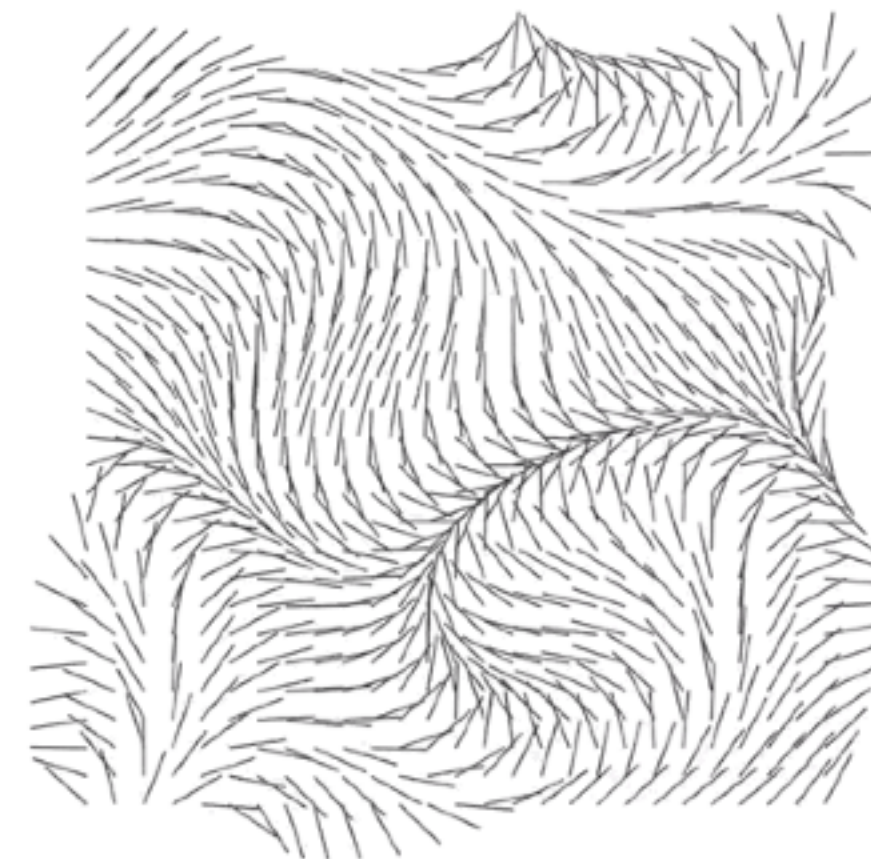
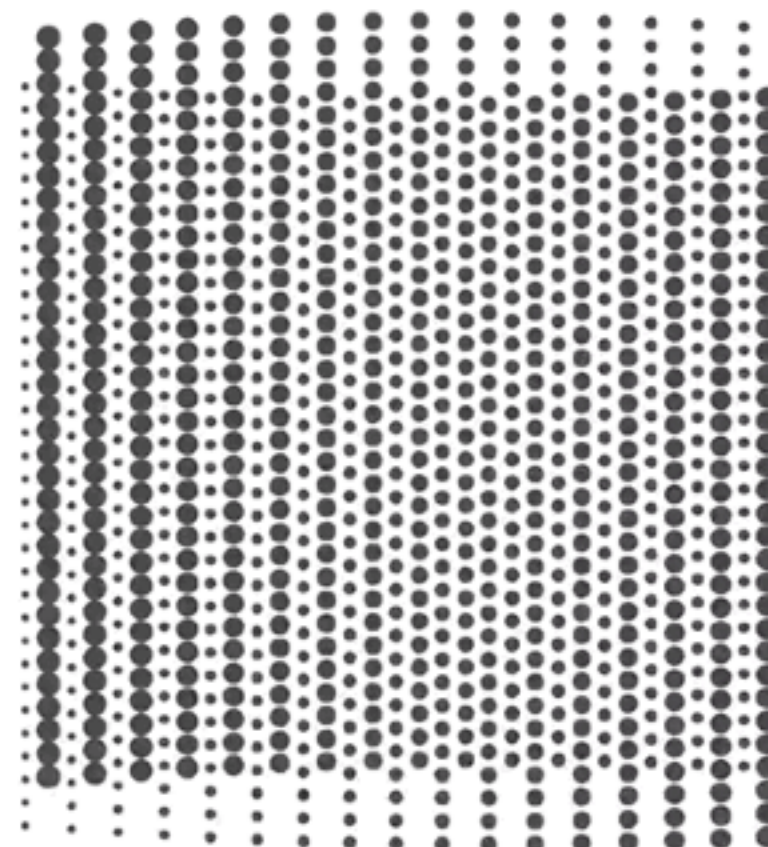
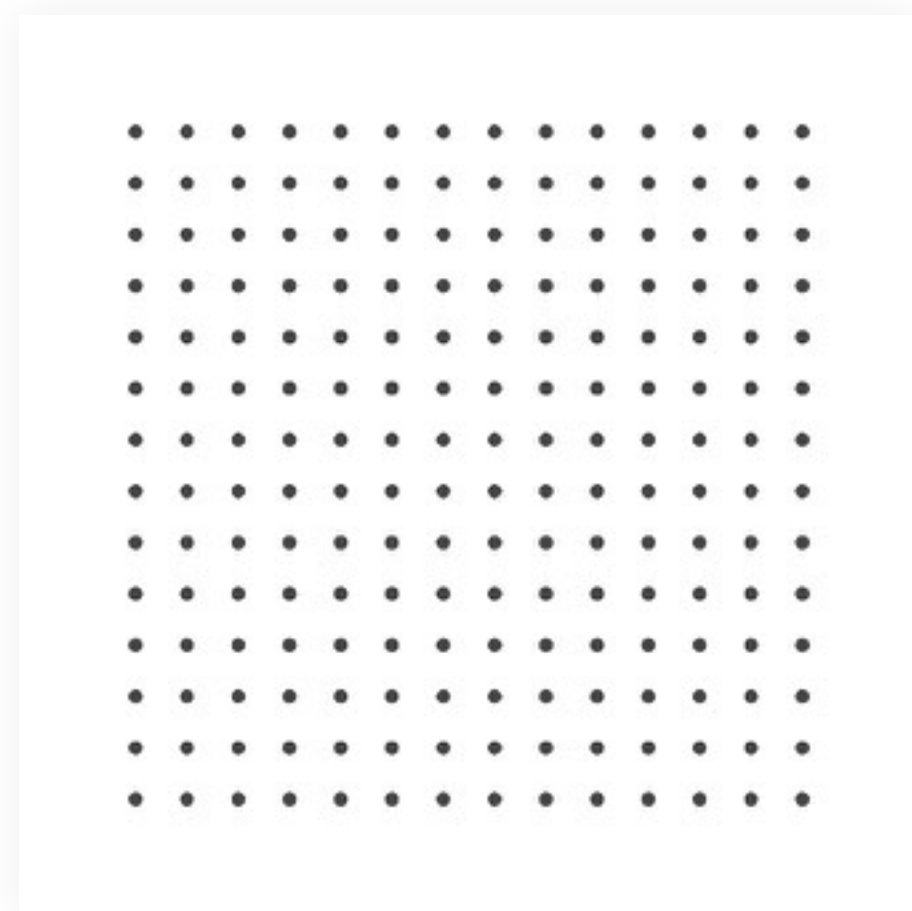






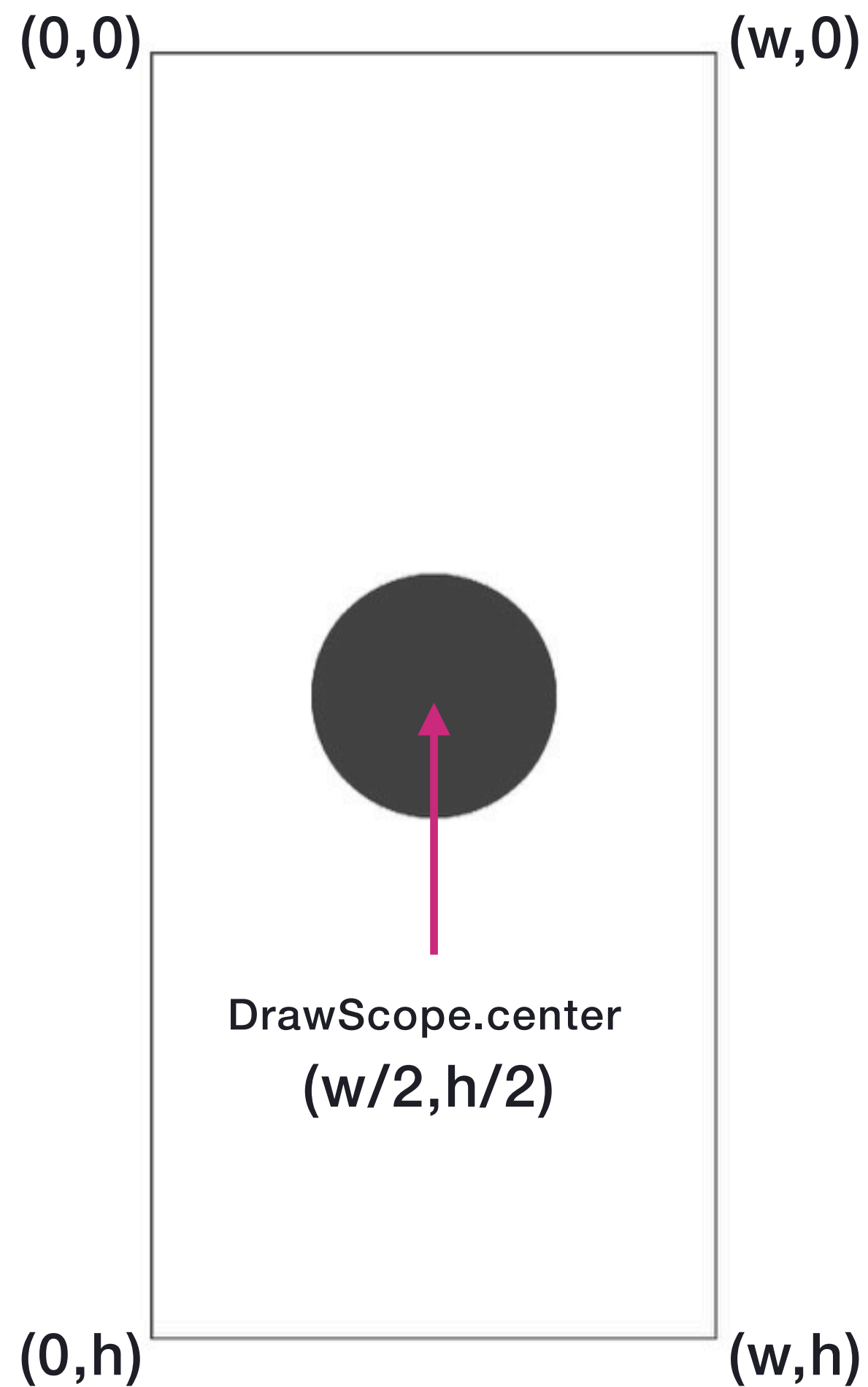
# Grids!

draw + morph





# Drawing



```
Canvas(  
    modifier = modifier.fillMaxSize(0.7f)  
    .border(1.dp, Color.DarkGray),  
    onDraw = { // // this = DrawScope  
                // Draws circle at this.center  
                drawCircle(  
                    color = Color.DarkGray,  
                    radius = 200f  
                )  
            }  
)
```

OR

```
Box(  
    modifier = modifier.fillMaxSize(0.7f)  
    .border(1.dp, Color.DarkGray)  
    .drawBehind { // this = DrawScope  
                    // Draws circle at this.center  
                    drawCircle(  
                        color = Color.DarkGray,  
                        radius = 200f  
                    )  
                }  
)
```