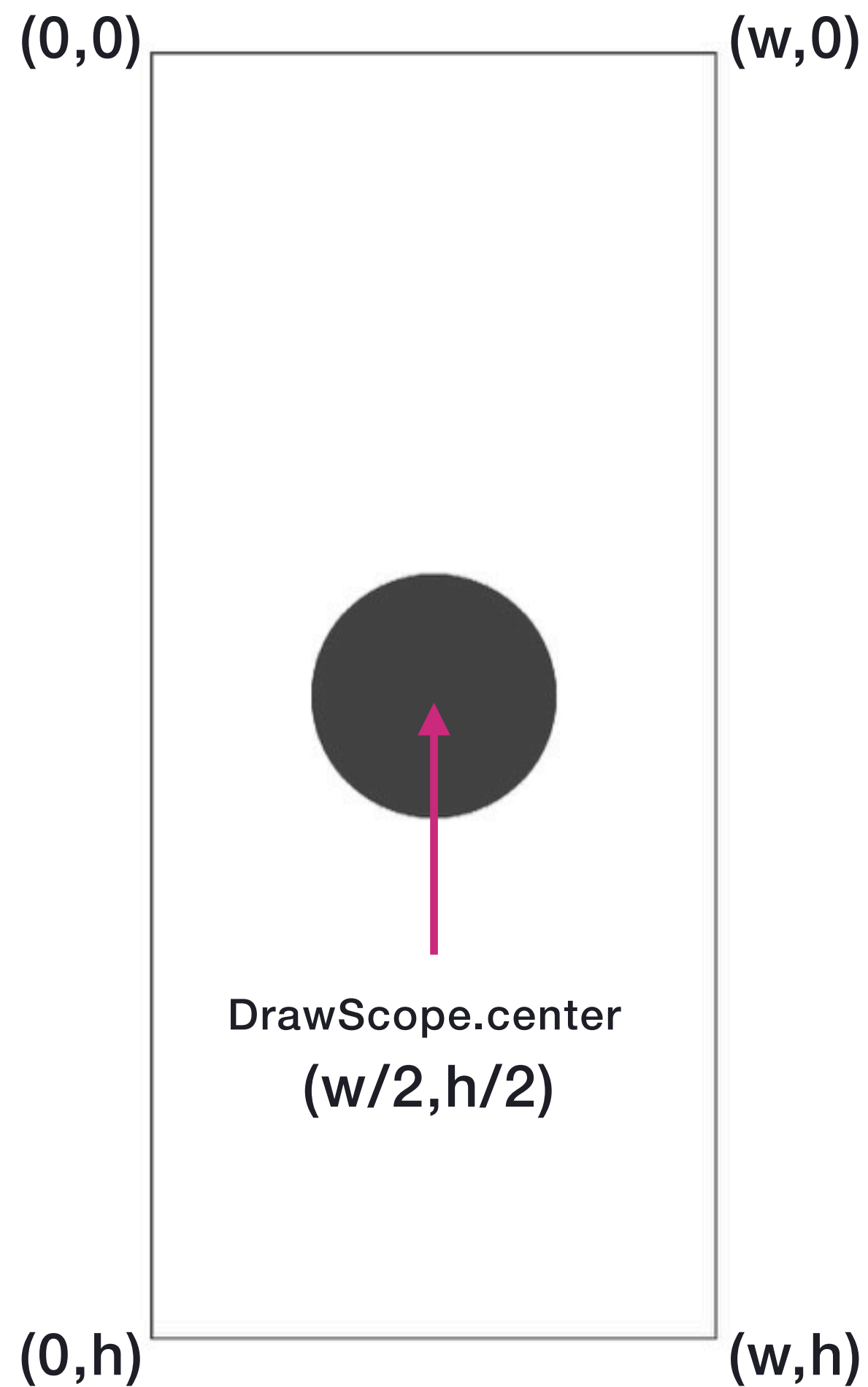


Drawing

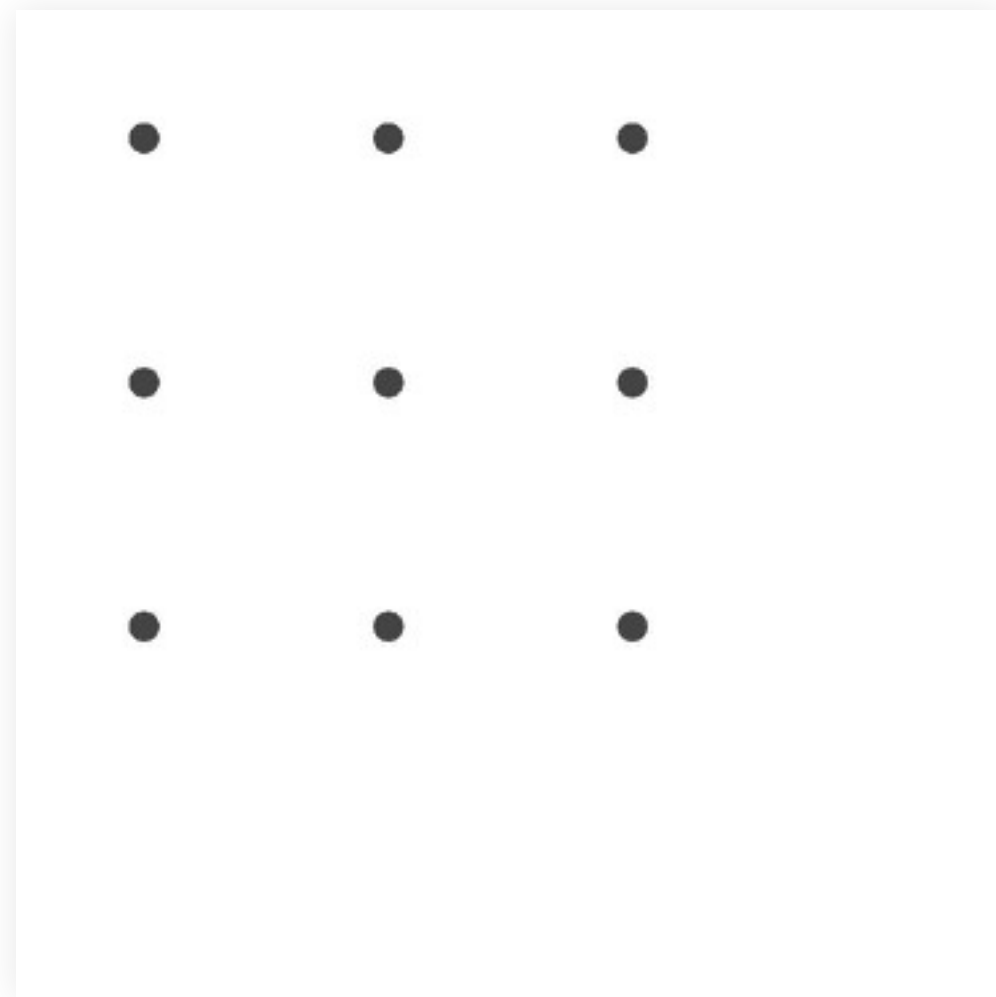


```
Canvas(  
    modifier = modifier.fillMaxSize(0.7f)  
    .border(1.dp, Color.DarkGray),  
    onDraw = { // // this = DrawScope  
                // Draws circle at this.center  
                drawCircle(  
                    color = Color.DarkGray,  
                    radius = 200f  
    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

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  
                    )  
                }  
)
```

Static Grids



```
Canvas(modifier.aspectRatio(1)) {  
    drawGrid(...)  
}  
  
private fun DrawScope.drawGrid(...) {  
    (0 until dotCount).forEach { x →  
        (0 until dotCount).forEach { y →  
            val (width, height) = this.size  
            drawCircle(  
                color = DarkGray,  
                radius = 20f,  
                center = Offset(  
                    x * width/dotCount,  
                    y * height/dotCount  
                )  
            )  
        }  
    }  
}
```