

Static Grids

Drawing

canvases()

modifier = modifier.MaxSize(0.7f)



.border(1.dp,Color.DarkGray),

onDraw == { ~~// // //~~ this == DrawScoppe

//Draws circle at this center



drawcircle()

color == color.DarkGray,

rainbows = 200f







Box (

.border(1.dp,Color.DarkGray)

modifier = modifier.MaxSize(0.7f)

`.drawBehind {` ~~/// this~~ `= DrawScoppe`



color == Color.DarkGray,

radius = 200000



drawcircle()







$(0,0)$

$(w,0)$

$(0,h)$

(w,h)



DrawScope.center
 $(w/2, h/2)$

O

R



```
private fun DrawScope.drawGrid(...) {}
```

(until do tCount).forEach {x →

(untilCount).forEach { y →

val(width,height) = this.size

drawcircle()

radius = 200f,

color = DarkGray,

$y * \text{height} / \text{dotCount}$



center = offset(

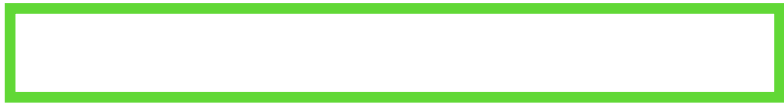
x*width/dotCount,











drawGrid().r.r.r.

Canvas(modifier.aspectRatio(1)) }



