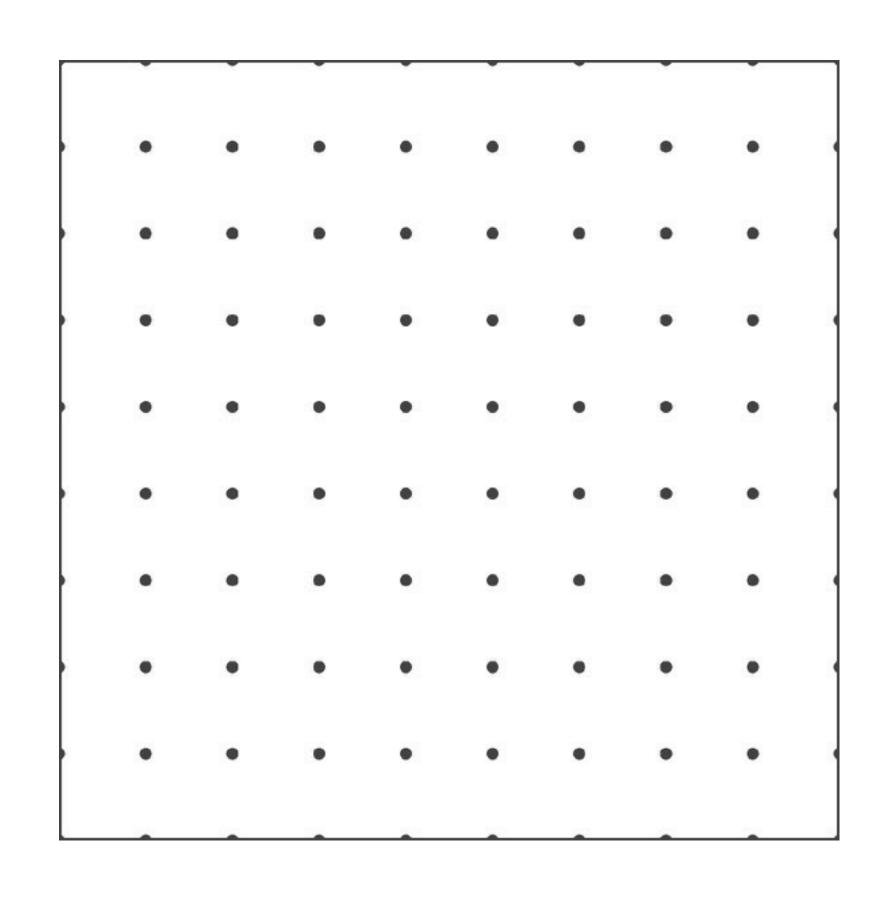
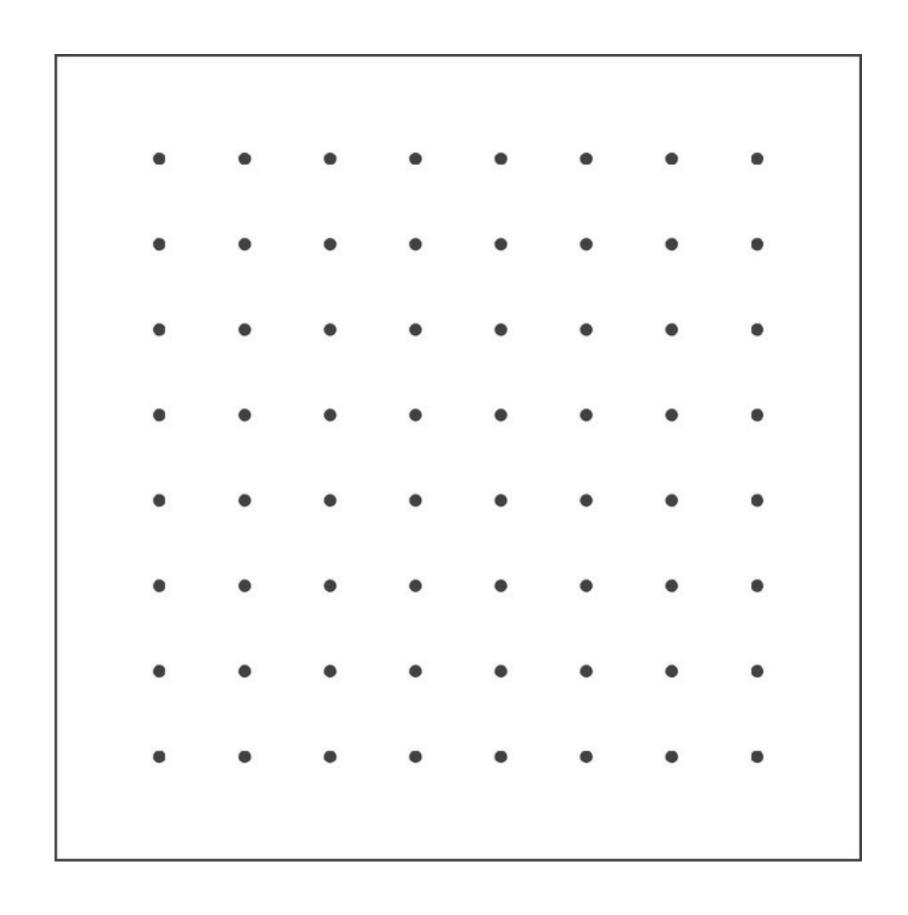
## Grids



```
private fun DrawScope.drawGrid(...) {
  (0 until dotCount).forEach \{x \rightarrow 
    (0 until dotCount).forEach \{ y \rightarrow \}
      // get uv coordinates
      val u = x / (dotCount - 1)
      val v = y / (dotCount - 1)
      // lerp u/v between 0 & w/h
      val x0ffset = lerp(u, 0f, width)
      val y0ffset = lerp(v, 0f, height)
      drawCircle(
        center = Offset(xOffset, yOffset)
         • • •
```

## Grids

With padding



```
Canvas(
    modifier = modifier
        .fillMaxSize(0.9f)
        .aspectRatio(1f)
        .border(1.dp, Color.DarkGray)
        .padding(Padding)
) {
    val (width, height) = this.size
    drawGrid(. . .)
}
```