Grids


```kotlin
private fun DrawScope.drawGrid(…) {
    (0 until dotCount).forEach { x →
        (0 until dotCount).forEach { y →
            // get uv coordinates
            val u = x / (dotCount - 1)
            val v = y / (dotCount - 1)

            // lerp u/v between 0 & w/h
            val xOffset = lerp(u, 0f, width)
            val yOffset = lerp(v, 0f, height)

            drawCircle(
                center = Offset(xOffset, yOffset)
                ...
            )
        }
    }
}
```
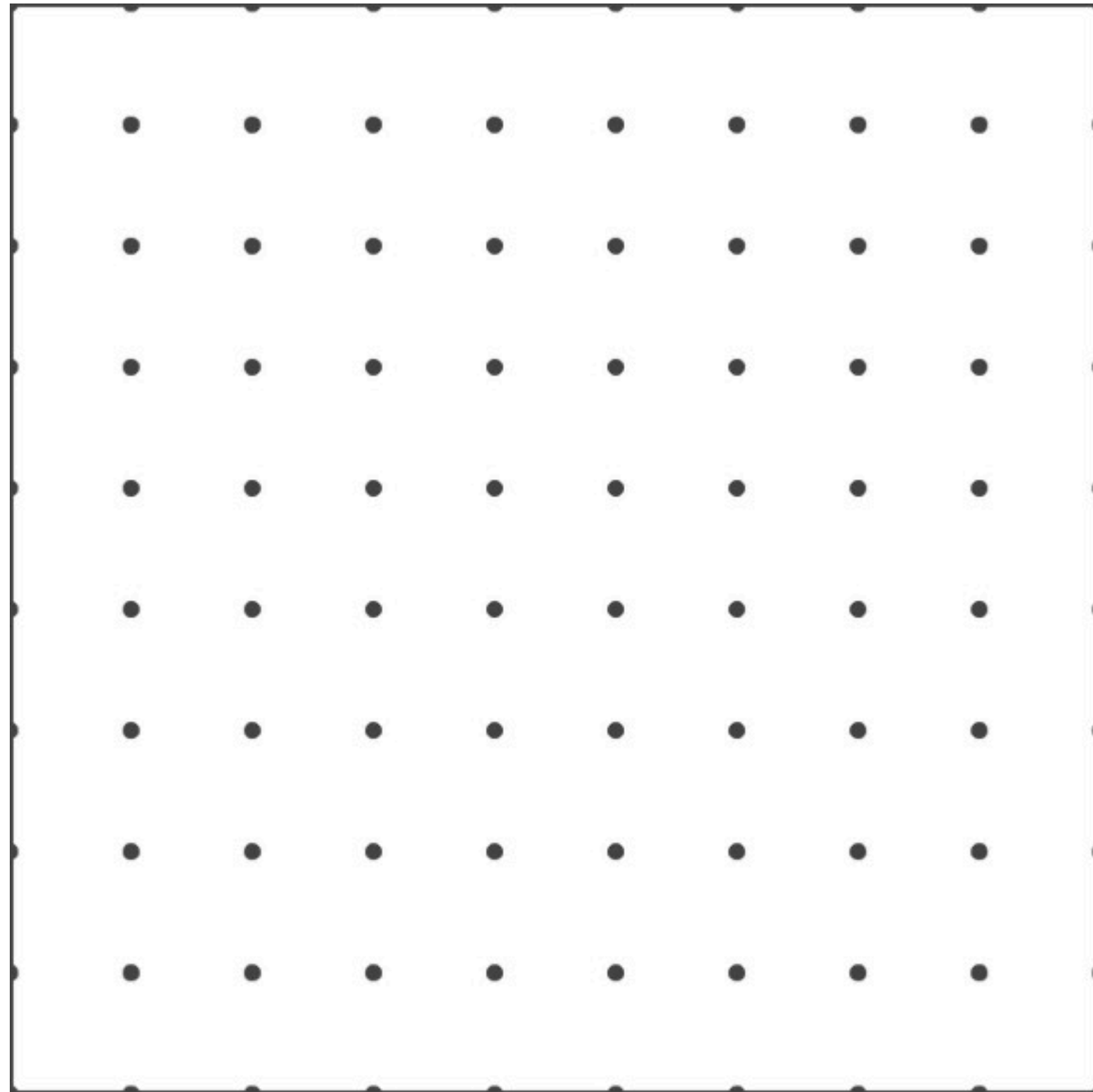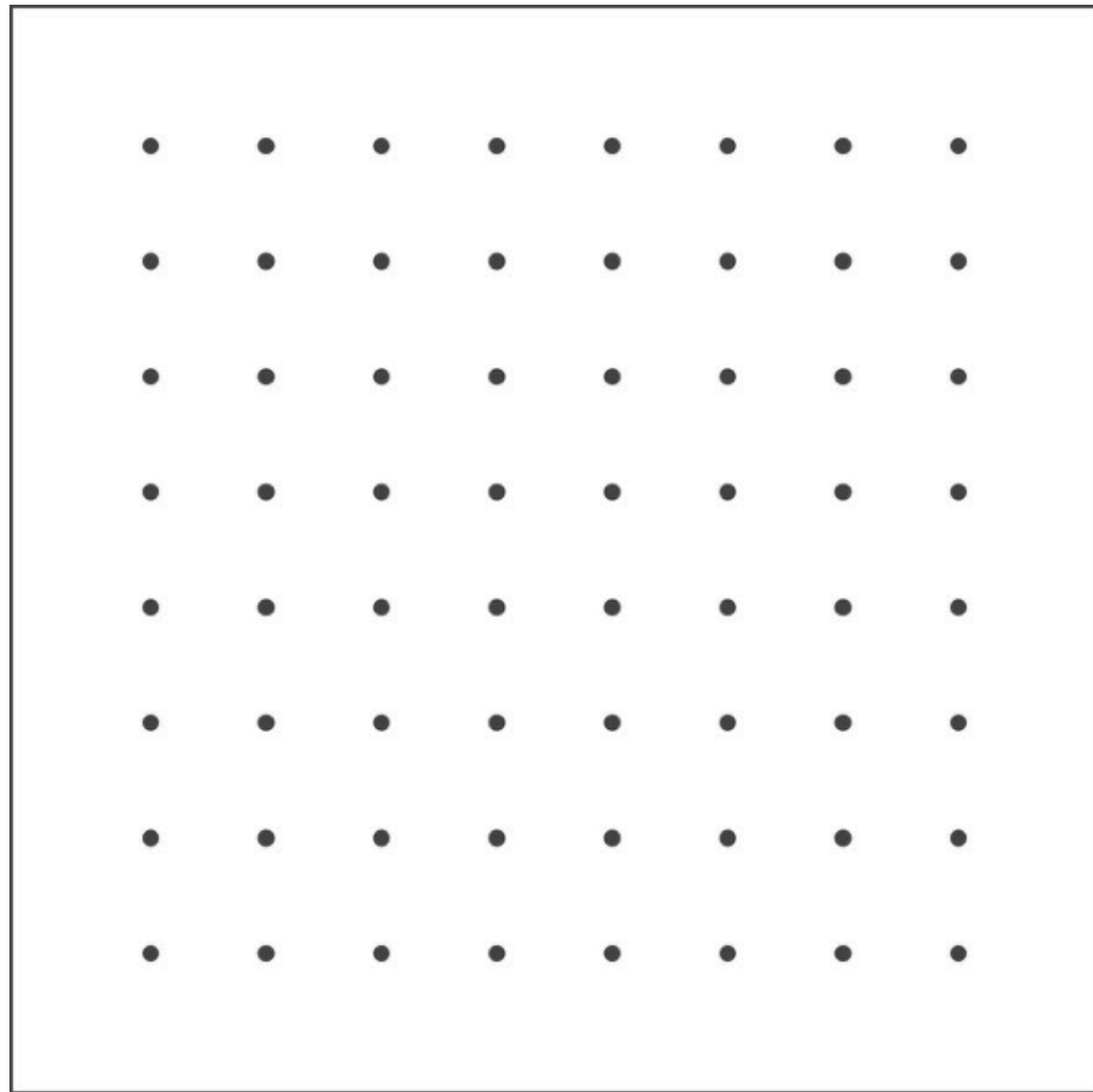
Grids

With padding


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