

Static Grids

Drawing

canvases()



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

modifier = modifier.MaxSize(0.7f)

onDraw == { // // // this == Draws copy



drawcircle()

//Draws circle at this center

radiius = 200f



color == Color.DarkGray,



Box (





.border(1.dp,Color.DarkGray)

modifier = modifier.UnMaxSize(0.7f)

.drawBehind{~~///~~this==DrawsCope



drawcircle()



color == Color.DarkGray,

radius = 200000







$(0,0)$

$(w,0)$

$(0,h)$

(w,h)



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

O

R



(@until dotCount).forEach { x →

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

(untilCount).forEach { y →

drawcircle()

val(width,height) = this.size

radius = 200f,

color = DarkGray,

center = offset(

x*width/dotCount,



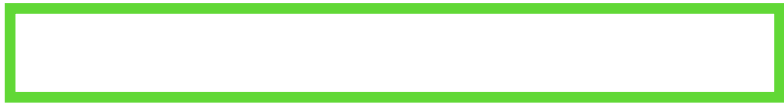
$y * \text{height} / \text{dotCount}$











Canvas(modifier.aspectRatio(1)) }

drawGrid().r.r.r.



