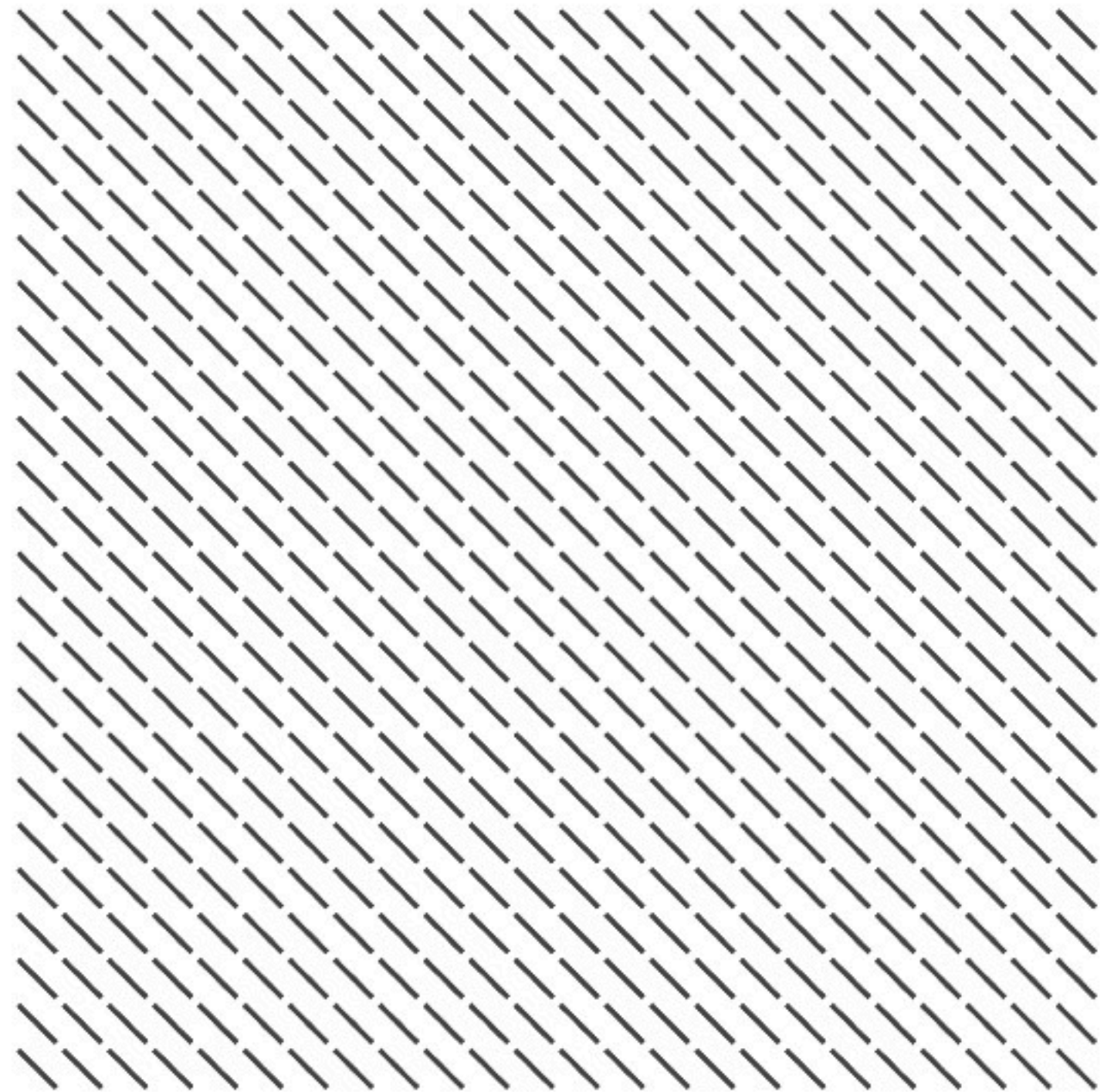


# Grid + Angles



lines & angles? should we rotate the canvas to draw things? 🤔  
(NO!)

```
// in drawGrid(...)
```

```
val r = 50f
```

```
val endX = ??????  
val endY = ??????
```

```
+drawLine(  
-drawCircle(  
    start = Offset(startX, startY),  
    end = Offset(endX, endY),  
    strokeWidth = 5f,  
    color = Color.DarkGray  
)
```

# Polar Coords!

$\theta = \text{radians}$       $\text{radian} = \text{degree} * \pi/180^\circ$

What we need for  
line's end Offset

$$\text{endX} = \text{startX} + r * \sin(\theta)$$

$$\text{endY} = \text{startY} + r * \cos(\theta)$$

