```swift
import SwiftUI
import Foundation
import PlaygroundSupport

struct ContentView: View {
    private var columns: [GridItem] = [
        GridItem(.fixed(100), spacing: 16),
        GridItem(.fixed(100), spacing: 16),
        GridItem(.fixed(100), spacing: 16)
    ]

    var body: some View {
        ScrollView {
            LazyVGrid(
                columns: columns,
                alignment: .center,
                spacing: 16
                //pinnedViews: [.sectionHeaders, .sectionFooters]
            ) {
                ForEach((0...79), id: \.self) {
                    let codepoint = $0 + 0x1f600
                    let codepointString = String(format: "%02X",
                     codepoint)
                    Text("\(codepointString)")
                    let emoji =
                     String(Character(UnicodeScalar(codepoint)!!))
                    Text("\(emoji)")
                }


            }
        }
```

```swift
        }
    }
PlaygroundPage.current.setLiveView(ContentView())
```