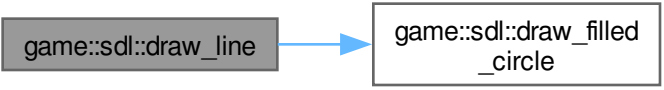


game::sdl::draw_line



```
graph LR; A[game::sdl::draw_line] --> B[game::sdl::draw_filled_circle];
```

A diagram showing a call from the function `game::sdl::draw_line` to the function `game::sdl::draw_filled_circle`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

game::sdl::draw_filled
_circle