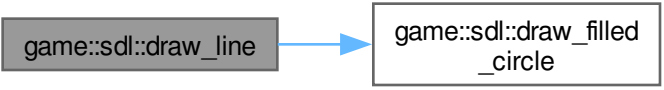


game::sdl::draw\_line



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'game::sdl::draw\_line'. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'game::sdl::draw\_filled\_circle'.

game::sdl::draw\_filled  
\_circle