

retrocombinator::Evolution
WithFlags::kill_sequences

```
graph LR; A[retrocombinator::Evolution  
WithFlags::kill_sequences] --> B[retrocombinator::Evolution  
WithFlags::remove_dead_families]; A --> C[retrocombinator::RandMaths  
::rand_int];
```

The diagram illustrates a function call branching into two sub-calls. A central box on the left, labeled 'retrocombinator::Evolution WithFlags::kill_sequences', has two blue arrows pointing to two separate boxes on the right. The top box is labeled 'retrocombinator::Evolution WithFlags::remove_dead_families' and the bottom box is labeled 'retrocombinator::RandMaths ::rand_int'.

retrocombinator::Evolution
WithFlags::remove_dead
_families

retrocombinator::RandMaths
::rand_int