

rcombinator::EvolutionWith
Flags::kill_sequences

```
graph LR; A[rcombinator::EvolutionWith  
Flags::kill_sequences] --> B[rcombinator::EvolutionWith  
Flags::remove_dead_families]; A --> C[rcombinator::RandMaths  
::rand_int];
```

The diagram illustrates a function call. A grey box on the left contains the text 'rcombinator::EvolutionWith' and 'Flags::kill_sequences'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'rcombinator::EvolutionWith' and 'Flags::remove_dead_families'. The bottom arrow points to another white box containing 'rcombinator::RandMaths' and '::rand_int'.

rcombinator::EvolutionWith
Flags::remove_dead_families

rcombinator::RandMaths
::rand_int