


draw\_character



```
graph LR; A[draw_character] --> B[vg_draw_character]; B --> C[video_draw_pixel];
```

A flowchart illustrating a sequence of three functions. The first function, 'draw\_character', is highlighted with a gray background. A blue arrow points from it to the second function, 'vg\_draw\_character', which has a white background. Another blue arrow points from 'vg\_draw\_character' to the third function, 'video\_draw\_pixel', also with a white background. All three functions are enclosed in rectangular boxes with black borders.

vg\_draw\_character

video\_draw\_pixel