keywordstyle
```
SDL_RenderDrawPoint(render, x, y);
```

keywordstyle
```
SDL_RenderDrawPoints(render, points, num_points);
```

keywordstyle
```
SDL_RenderDrawLine(render, x1, y1, x2, y2);
```

keywordstyle
```
SDL_RenderDrawLines(render, points, num_points);
```

keywordstyle
```
SDL_RenderDrawRect(render, &rect);
```

keywordstyle
```
SDL_RenderDrawRects(render, rects, num_rects);
```

keywordstyle
```
SDL_RenderFillRect(render, &rect);
```

keywordstyle
```
SDL_RenderFillRects(render, rect, num_rects);
```