

draw\_numbers

```
graph LR; A[draw_numbers] --> B[draw_sprite_xpm]; B --> C[draw_pixel];
```

A horizontal flowchart with three rectangular boxes. The first box on the left is dark gray and contains the text 'draw\_numbers'. A blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'draw\_sprite\_xpm'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is white with a black border and contains the text 'draw\_pixel'.

draw\_sprite\_xpm

draw\_pixel