

draw_digit_value



```
graph LR; A[draw_digit_value] --> B[draw_sprite]; B --> C[vg_draw_pixel];
```

A flowchart illustrating a sequence of three operations. The first operation, 'draw_digit_value', is highlighted with a gray background. A blue arrow points from it to the second operation, 'draw_sprite', which has a white background. Another blue arrow points from 'draw_sprite' to the third operation, 'vg_draw_pixel', also with a white background. All three operations are contained within rectangular boxes with black borders.

draw_sprite

vg_draw_pixel