```
cydui::graphics::vg
                                    ::attrs_fill< polyline
                                        >::apply fill
                                 cydui::graphics::vg
                                 ::attrs stroke< polyline
                                      >::apply stroke
cydui::graphics::vg
::polyline::apply_to
                                  cydui::graphics::vg
                                   ::attrs fill< polyline
                                   >::set source to fill
                                cydui::graphics::vg
                                ::attrs_stroke< polyline
                                 >::set source to stroke
```