```
cydui::graphics::vg
                                    ::attrs fill< arc >
                                        ::apply fill
                                   cydui::graphics::vg
                                    ::attrs stroke< arc
                                      >::apply stroke
cydui::graphics::vg
  ::arc::apply to
                                   cydui::graphics::vg
                                    ::attrs fill< arc >
                                    ::set source to fill
                                cydui::graphics::vg
                                ::attrs_stroke< arc
                                 >::set source to stroke
```