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