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