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