

greenPartOfScreen



```
graph LR; A[greenPartOfScreen] --> B[my_draw_pixel]
```

A diagram showing a call from a function to another. On the left, a gray rectangular box with a black border contains the text "greenPartOfScreen". A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text "my\_draw\_pixel".

my\_draw\_pixel