

greenScreen



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

A diagram showing a call from a box labeled 'greenScreen' to a box labeled 'my_draw_pixel'. The 'greenScreen' box is shaded gray and has a black border. The 'my_draw_pixel' box is white and also has a black border. A dark blue arrow points from the right side of the 'greenScreen' box to the left side of the 'my_draw_pixel' box.

my_draw_pixel