# StrokeShapePainter.paint
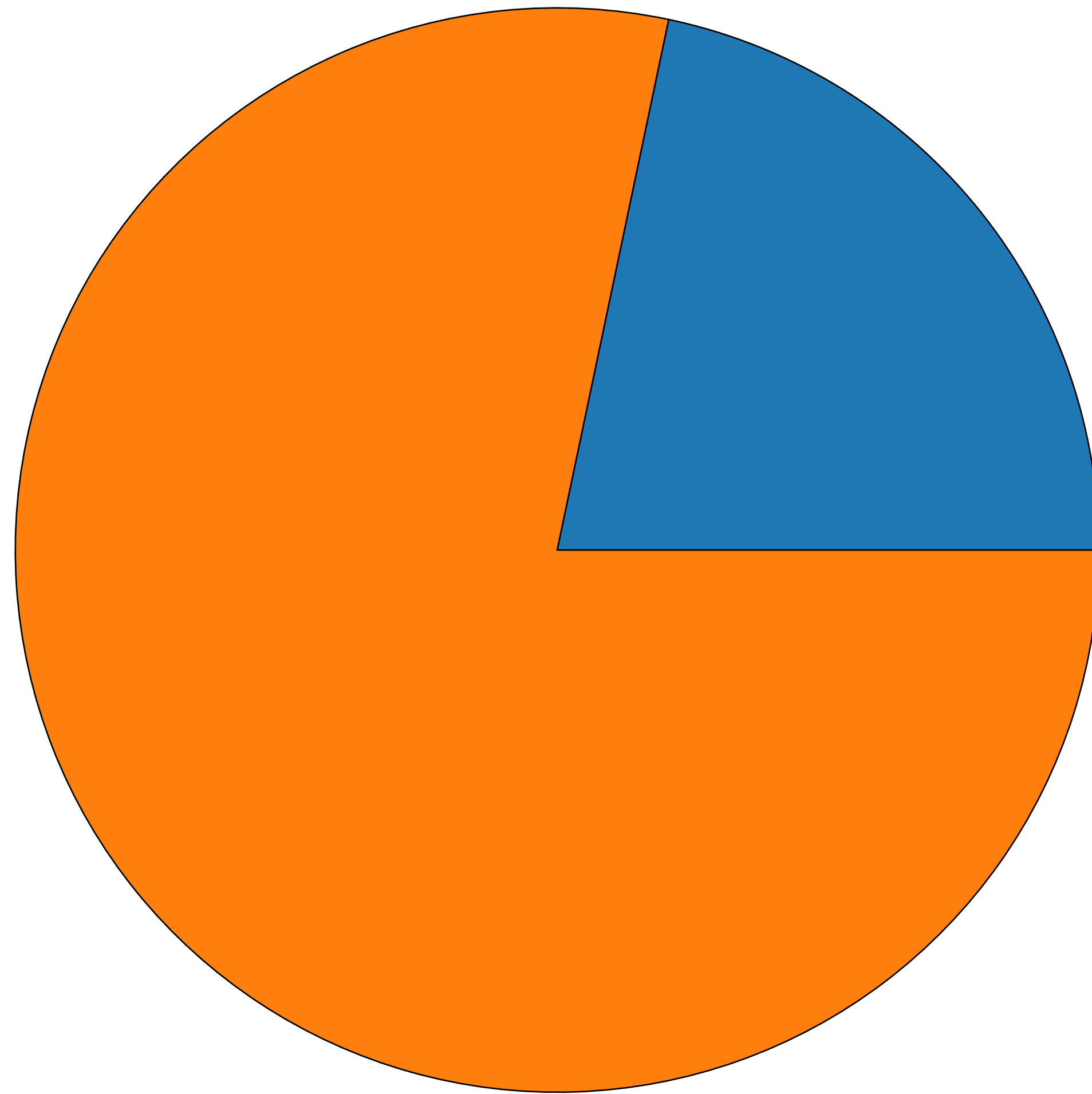


- [CompositeShapePainter.paint, ShapeNode.primitivePaint]
- [ShapeNode.primitivePaint, AbstractGraphicsNode.paint]