```objc
-(void)drawInContext:(CGContextRef)context
{
        CGRect clip = CGRectInset(CGContextGetClipBoundingBox(context), 20.0, 20.0);

        CGPoint start, end;
        CGFloat startRadius, endRadius;

        CGContextSaveGState(context);
        CGContextClipToRect(context, clip);

        CGGradientDrawingOptions options = [self drawingOptions];
        switch(type)
        {
          case kLinearGradient:
                  start = demoLGStart(clip);
                  end = demoLGEnd(clip);
                  CGContextDrawLinearGradient(context, gradient, start, end, options);
                  CGContextRestoreGState(context);
                  break;

          case kRadialGradient:
                  start = end = demoRGCenter(clip);
                  startRadius = demoRGInnerRadius(clip);
                  endRadius = demoRGOuterRadius(clip);
                  CGContextDrawRadialGradient(context, gradient, start, startRadius, end,
endRadius, options);
                  CGContextRestoreGState(context);
                  break;
        }

        CGContextSetRGBStrokeColor(context, 1.0, 0.0, 0.0, 1.0);
        CGContextStrokeRectWithWidth(context, clip, 2.0);
}
```