

```

-(void)drawInContext:(CGContextRef)context
{
    CGContextSetRGBStrokeColor(context, 1.0, 1.0, 1.0, 1.0);
    CGContextSetLineWidth(context, 5.0);
    CGContextMoveToPoint(context, 10.0, 30.0);
    CGContextAddLineToPoint(context, 310.0, 30.0);
    CGContextStrokePath(context);
    CGPoint addLines[] =
    {
        CGPointMake(20.0, 90.0),
        CGPointMake(70.0, 60.0),
        CGPointMake(120.0, 90.0),
        CGPointMake(190.0, 60.0),
        CGPointMake(220.0, 90.0),
        CGPointMake(310.0, 60.0),
    };
    CGContextAddLines(context, addLines, sizeof(addLines)/sizeof(addLines[0]));
    CGContextStrokePath(context);
    CGPoint strokeSegments[] =
    {
        CGPointMake(10.0, 170.0),
        CGPointMake(70.0, 120.0),
        CGPointMake(130.0, 170.0),
        CGPointMake(190.0, 120.0),
        CGPointMake(250.0, 170.0),
        CGPointMake(310.0, 120.0),
    };

    CGContextStrokeLineSegments(context, strokeSegments,
    sizeof(strokeSegments)/sizeof(strokeSegments[0]));
}

```