

```
-(void)drawInContext:(CGContextRef)context
{
    CGRect imageRect;
    imageRect.origin = CGPointMake(8.0, 8.0);
    imageRect.size = CGSizeMake(64.0, 64.0);

    CGContextDrawImage(context, imageRect, image);

    CGContextClipToRect(context, CGRectMake(0.0, 80.0, self.bounds.size.width,
self.bounds.size.height));

    imageRect.origin = CGPointMake(32.0, 112.0);
    CGContextDrawTiledImage(context, imageRect, image);

    CGContextSetRGBFillColor(context, 1.0, 0.0, 0.0, 0.5);
    CGContextFillRect(context, imageRect);
    CGContextSetLineWidth(context, 3.0);
    CGContextSetRGBStrokeColor(context, 1.0, 0.0, 0.0, 1.0);
    CGContextStrokeRect(context, CGContextGetClipBoundingBox(context));
}
```