```objc
-(void)setSourceColor:(UIColor*)src
{
    if(src != sourceColor)
    {
      [sourceColor release];
      sourceColor = [src retain];
      [self setNeedsDisplay];
    }
}

-(void)setDestinationColor:(UIColor*)dest
{
    if(dest != destinationColor)
    {
      [destinationColor release];
      destinationColor = [dest retain];
      [self setNeedsDisplay];
    }
}

-(void)setBlendMode:(CGBlendMode)mode
{
    if(mode != blendMode)
    {
      blendMode = mode;
      [self setNeedsDisplay];
    }
}

-(void)drawInContext:(CGContextRef)context
{
    CGContextSetGrayFillColor(context, 0.2, 1.0);
    CGContextFillRect(context, self.bounds);
    CGContextSetBlendMode(context, kCGBlendModeCopy);
    CGContextSetFillColorWithColor(context, destinationColor.CGColor);
    CGContextFillRect(context, CGRectMake(110.0, 20.0, 100.0, 100.0));
    CGContextSetBlendMode(context, blendMode);
    CGContextSetFillColorWithColor(context,sourceColor.CGColor);
    CGContextFillRect(context, CGRectMake(60.0, 45.0, 200.0, 50.0));
}
```