The diagram shows the comparison between Block Pattern and Random Pattern in terms of time (ms) required for drawing different percentages of pixels.

- **Block Pattern** is represented by a solid line.
- **Random Pattern** is represented by a dashed line.

As the percentage of pixels drawn increases from 0 to 100%, the time required to draw these pixels also increases. The Block Pattern generally requires less time compared to the Random Pattern, especially for higher percentages of pixels drawn.