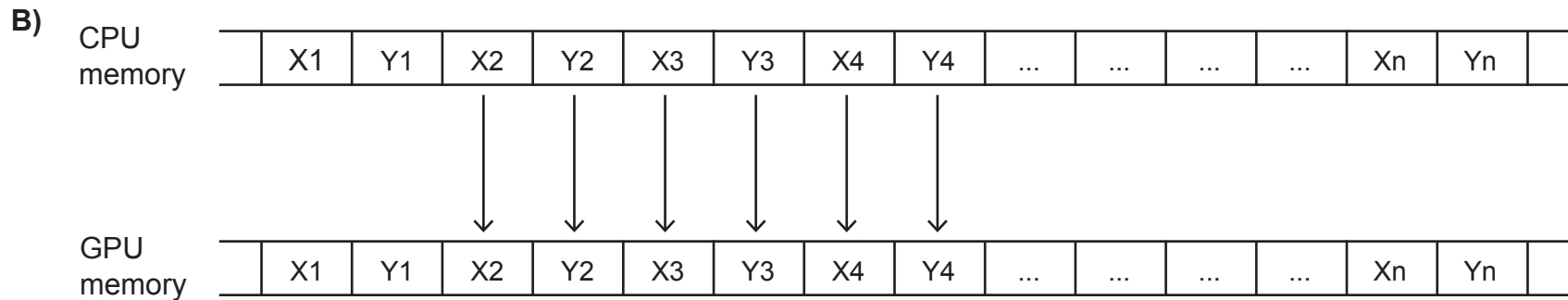


```

glBegin(GL_LINE_STRIP)
for j in range(nbrPoints)
    glVertex2f(x[j], y[j])
glEnd()

```

~ O(n)



```

glBindBuffer(GL_ARRAY_BUFFER, vbo_id)
glBufferSubData(GL_ARRAY_BUFFER, offset, sizeof(data), data)
glVertexPointer(nCoordinatesPerVertex, GL_FLOAT, stride, offset)
glDrawArrays(GL_LINE_STRIP, stride, nbrPoints)

```

~ O(1)