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// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.
// This program creates art that appears to be made of curved lines; however, it is made
entirely out of straight lines
import java.awt.*;
import java.applet.*;
import java.awt.color.*;
public class LineArt extends Applet
{
public void paint(Graphics g)
{
int width = 980;
int height = 630;
g.drawRect(10,10,width,height);

// Draw bottom-right corner
int x1 = 990;
int y1 = 10;
int x2 = 990;
int y2 = 640;
int j = 0;
int i = 0;
while(y1 <= 631 && y1 >= 10) {

    i+=9;

    j+=14;
    y1 = y1+(i);

    x2 = x2 -(j);
    g.drawLine(x1, y1, x2, y2);
}

//// Draw bottom-left corner
x1 = 10;
y1 = 10;
x2 = 10;
y2 = 640;
j = 0;
i = 0;
while(y1 < 631 && y1 >= 10) {

    i+=9;

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        j+=14;
        y1 = y1+(i);

        x2 = x2 +(j);
        g.drawLine(x1, y1, x2, y2);
    }

// Draw top-right corner
x1 = 990;
y1 = 10;
x2 = 990;
y2 = 640;
j = 0;
i = 0;
while(y2 <= 640 && y2 > 19) {
    i+=9;
    j+=14;
    x1 = x1-(j);

    y2 = y2-(i);

g.drawLine(x1, y1, x2, y2);
}

///// Draw top-left corner
x1 = 10;
y1 = 10;
x2 = 10;
y2 = 640;
j = 0;
i = 0;
while(y2 <= 640 && y2 > 19) {
    i+=9;
    j+=14;
    x1 = x1+(j);

    y2 = y2-(i);
g.drawLine(x1, y1, x2, y2);
}

///// Draw Center Rectangle
width = 500;
height = 310;

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g.drawRect(250,170,width,height);
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```
//// Draw Center Bottom Right
```

```
x1 = 750;  
y1 = 170;  
x2 = 750;  
y2 = 480;  
j = 0;  
i = 0;  
while(y1 < 471 && y1 >= 170) {  
    i+=9;  
    j+=14;  
    y1 = y1+(i);  
  
    x2 = x2 -(j);  
g.drawLine(x1, y1, x2, y2);  
}
```

```
//Draw center top-right corner
```

```
x1 = 750;  
y1 = 170;  
x2 = 750;  
y2 = 480;  
j = 0;  
i = 0;  
while(y2 <= 480 && y2 > 179) {  
    i+=9;  
    j+=14;  
    x1 = x1-(j);  
  
    y2 = y2-(i);  
  
g.drawLine(x1, y1, x2, y2);  
}
```

```
////Draw center bottom-left corner
```

```
x1 = 250;  
y1 = 170;  
x2 = 250;  
y2 = 480;  
j = 0;  
i = 0;  
while(y1 < 471 && y1 >= 170 ) {
```

```
i+=9;
j+=14;
y1 = y1+(i);

x2 = x2 +(j);
g.drawLine(x1, y1, x2, y2);
}
////Draw center top-left corner
x1 = 250;
y1 = 170;
x2 = 250;
y2 = 480;
j = 0;
i = 0;
while(y2 <= 480 && y2 > 179) {
i+=9;
j+=14;
x1 = x1+(j);

y2 = y2-(i);
g.drawLine(x1, y1, x2, y2);
}

}
}
```