

```
1 import java.awt.*;
2
3
4 @SuppressWarnings("serial")
5 public class LineArt extends Applet
6 {
7     public void paint(Graphics g)
8     {
9         int width = 980;
10        int height = 630;
11        g.drawRect(10,10, width,height);
12
13
14
15        // Draw bottom-left corner
16        int y=10;
17        for (int x=10; x<=990; x+=14)
18        {
19            y = y+9;
20            if (y<=640)
21                g.drawLine(10, y, x, 640);
22        }
23
24        // Draw bottom-right corner
25        y=10;
26        for (int x=990; x>=10; x-=14)
27        {
28
29            if (y<=640)
30                g.drawLine(990, y, x, 640);
31            y = y+9;
32        }
33
34        // Draw top-right corner
35        y=10;
36        for (int x=10; x<=990; x+=14)
37        {
38
39            if (y<=640)
40                g.drawLine(990, y, x, 10);
41            y = y+9;
42        }
43
44        // Draw top-left corner
```

```
45     y=10;
46     for (int x=990; x>=0; x-=14)
47     {
48         y = y+9;
49         if (y<=640)
50             g.drawLine(x, 10, 10, y);
51     }
52 }
53 }
54
```