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// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.
import java.awt.*;
import java.applet.*;
public class LineArt extends Applet
{
    public void paint(Graphics g)
    {
        int width = 980;
        int height = 630;
        int xIncrement = width/70;
        int yIncrement = height/70;
        g.drawRect(10,10,width,height);
        // Draw bottom-left corner
        for (int i=0; i<70; i++) {
            g.drawLine(10+i*xIncrement, 640, 10, 10+i*yIncrement);
        }
        //Draw bottom-right corner
        for (int i=0; i<70; i++) {
            g.drawLine(10+i*xIncrement, 640, 990, 10+(70-i)*yIncrement);
        }
        // Draw top-right corner
        for (int i=0; i<70; i++) {
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        g.drawLine(10+i*xIncrement, 10, 990, 10+i*yIncrement);
    }
    // Draw top-left corner
    for (int i=0; i<70; i++) {
        g.drawLine(10+i*xIncrement, 10, 10, 10+(70-i)*yIncrement);
    }
    //110 point version
    g.drawRect(10+width/4, 10+height/4, width/2, height/2);
    for (int i=0; i<70; i++) {
        g.drawLine(10+width/4+i*xIncrement/2, 10+3*height/4, 10+width/4,
10+height/4+i*yIncrement/2);
    }
    //Draw bottom-right corner
    for (int i=0; i<70; i++) {
        g.drawLine(10+width/4+i*xIncrement/2, 10+3*height/4, 10+3*width/4,
10+height/4+(70-i)*yIncrement/2);
    }
    // Draw top-right corner
    for (int i=0; i<70; i++) {
        g.drawLine(10+width/4+i*xIncrement/2, 10+height/4, 10+3*width/4,
10+height/4+i*yIncrement/2);
    }
    // Draw top-left corner
    for(int i=0; i<70; i++) {
        g.drawLine(10+width/4+i*xIncrement/2, 10+height/4, 10+width/4,
10+height/4+(70-i)*yIncrement/2);
    }
}
}
}

```