

Code:

```
package exersizes;
```

```
//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;
```

```
        g.drawRect(10,10,width,height);
```

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

```
        int xone = 10;
```

```
        int yone = 10;
```

```
        for (int i = 1; i <= 70; i++) {
```

```
            g.drawLine(10,yone, xone,640);
```

```
            xone+=14;
```

```
            yone+=9;
```

```
        }
```

```
        //Draw bottom-right corner
```

```
        int x = 990;
```

```
        int y = 10;
```

```
        for (int i = 1; i <= 70; i++) {
```

```
            g.drawLine(990,y, x,640);
```

```
            x -=14;
```

```
            y +=9;
```

```
        }
```

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

```
        int xt = 990;
```

```
        int yt = 640;
```

```
        for (int i = 1; i <= 70; i++) {
```

```
            g.drawLine(990,yt, xt,10);
```

```
            xt-=14;
```

```
            yt-=9;
```

```
        }
```

```
        //Draw top-left corner
```

```
int xf = 10;  
int yf = 640;  
for (int i = 1; i <= 70; i++) {  
    g.drawLine(10,yf, xf,10);  
    xf+=14;  
    yf-=9;  
}
```

```
}  
}
```

