



```
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);
        int numLines=70;
        int xChange=width/numLines;
        int yChange=height/numLines;
        // Draw bottom-left corner
        for (int i=0;i<numLines;i++) {
            g.drawLine(10+xChange*i, height+10, 10,
10+yChange*i);
        }
        // Draw bottom-right corner
        for (int i=0;i<numLines; i++) {
            g.drawLine(10+xChange*i, height+10, width+10,
10+yChange*(numLines-i));
        }
        // Draw top-right corner
        for (int i=0; i<numLines; i++) {
            g.drawLine(10+xChange*i,10, width+10,
10+yChange*i);
        }
        // Draw top-left corner
```

```

        for (int i=0; i<numLines; i++) {
            g.drawLine(10+xChange*i,10 ,10 ,
10+yChange*(numLines-i));
        }

        //110 point rectangle
        int width2=width/4;
        int height2=height/4;
        g.drawRect(10+width2, 10+height2, width/2, height/2);
        numLines=35;
        int xChange2=(width/2)/numLines;
        int yChange2=(height/2)/numLines;
        //Bottom left corner
        for (int i=0; i<numLines; i++) {
            g.drawLine(10+width2+xChange2*i, 10+3*height2,
10+width2, 18+height2+yChange2*i);
        }
        //Bottom right corner
        for (int i=1; i<=numLines; i++) {
            g.drawLine(10+width2+xChange2*i, 10+3*height2,
10+3*width2, 18+height2+yChange2*(numLines-i));
        }
        //Top right corner
        for (int i=1; i<=numLines; i++) {
            g.drawLine(10+width2+xChange2*i, 10+height2,
10+3*width2, 18+height2+yChange2*i);
        }
        //Top left corner
        for (int i=1; i<=numLines; i++) {
            g.drawLine(10+width2+xChange2*i, 10+height2,
10+width2, 18+height2+yChange2*(numLines-i));
        }
    }
}
}

```