```java
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 x1bl = 990;

                int x2bl = 990;

                int y1bl = 10;

                int y2bl = 640;

                int numberoflines = 48;

                for (int i = 0; i < numberoflines; i++) {

                        x2bl -= 20;
                        y1bl += 13;
                        g.drawLine(x1bl, y1bl, x2bl, y2bl);

                }

// Draw bottom-right corner

                int x1br = 10;

                int x2br = 10;

                int y1br = 10;

                int y2br = 640;

                for (int i = 0; i < numberoflines; i++) {

                        x2br += 20;

                        y1br += 13;
```

```java
                g.drawLine(x1br, y1br, x2br, y2br);

        }

// Draw top-right corner

                int x1tr = 10;

                int x2tr = 990;

                int y1tr = 10;

                int y2tr = 10;

                for (int i = 0; i < numberoflines; i++) {

                        y1tr += 13;

                        x2tr -= 20;

                        g.drawLine(x1tr, y1tr, x2tr, y2tr);

                }

// Draw top-left corner

                int x1tl = 990;

                int x2tl = 10;

                int y1tl = 10;

                int y2tl = 10;

                for (int i = 0; i < numberoflines; i++) {

                        x2tl += 20;

                        y1tl += 13;

                        g.drawLine(x1tl, y1tl, x2tl, y2tl);

                }
        }

}
```