```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);
    //    g.drawLine(10, 10, 990, 640); <-- For reference, this is a diagnol
from topleft to bottom right. +10 to everything, basically.
    // gcd(980, 630) --> 70 (then have deltax deltay appropriately). Avoids
problem of one finishing before the other.


    // Draw bottom-left corner
    int x_endpos = 10;
    int y_endpos = 640;
    int x_startpos = 990;
    int y_startpos = 640;
    while (x_startpos >= 10) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
```

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            y_endpos -= 9;

    }

    // Draw bottom-right corner
     x_endpos = 990;
     y_endpos = 10;
     x_startpos = 990;
     y_startpos = 640;
    while (x_startpos >= 10) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos += 9;

    }

    // Draw top-left corner
     x_endpos = 10;
     y_endpos = 10;
     x_startpos = 990;
     y_startpos = 10;
    while (x_startpos >= 10) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos += 9;

    }

    // Draw top-right corner
     x_endpos = 990;
     y_endpos = 640;
     x_startpos = 990;
     y_startpos = 10;
    while (x_startpos >= 10) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos -= 9;
    }


    // 110 pt component
    // topl
     x_endpos = 255;
     y_endpos = 168;
     x_startpos = 745;
     y_startpos = 168;
     while (x_startpos >= 255) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
```

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            y_endpos += 9;

    }
    // topr
     x_endpos = 745;
     y_endpos = 483;
     x_startpos = 745;
     y_startpos = 168;
    while (x_startpos >= 255) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos -= 9;

    }
    // bottoml
    x_endpos = 255;
    y_endpos = 483;
    x_startpos = 745;
    y_startpos = 483;
    while (x_startpos >= 255) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos -= 9;

    }
    // bottomr
     x_endpos = 745;
     y_endpos = 168;
     x_startpos = 745;
     y_startpos = 483;
     while (x_startpos >= 255) {
            g.drawLine(x_startpos, y_startpos, x_endpos, y_endpos);
            x_startpos -= 14;
            y_endpos += 9;
     }
    //g.drawLine(0, 325, 999, 325);
    //g.drawLine(0, 168, 999, 168);
    //g.drawLine(0, 483, 999, 483);
    //g.drawLine(500, 0, 500, 640);
    //g.drawLine(255, 0, 255, 640);
    //g.drawLine(745, 0, 745, 640);
    // Lines of symmetry^^^

    }
    }
```