

```
1 import java.awt.Graphics; import java.applet.Applet;
2
3 public class LineArtGraphics extends Applet {
4
5
6 public void paint(Graphics g) {
7     int width = 980;
8     int height = 630; g.drawRect(10,10,width,height);
9
10    // Draw bottom-left corner
11    int y = 10;
12    for (int x =10;x <= 990;x = x + 20) {
13        y = y + 14;
14        if (y <= 640) { g.drawLine(10,y,x,640);
15
16        }
17    }
18
19    // Draw bottom-right corner
20    y = 10;
21    for (int x =990;x >= 10;x = x - 20) {
22        y = y + 14;
23        if (y <= 640) { g.drawLine(990,y,x,640);}
24    }
25
26    // Draw top-right corner
27    y = 640;
28    for (int x =990;x >= 10;x = x - 20) {
29        y = y - 14;
30        if (y >= 10) { g.drawLine(990,y,x,10);}
31    }
32
33    // Draw top-left corner
34    y = 640;
35    for (int x =10;x <= 990;x = x + 20) {
36        y = y - 14;
37        if (y >= 10) { g.drawLine(10,y,x,10);}
38    }
39
40
41 // Draw inner rectangle
42     g.drawRect(250,152,500,346);
43
```

```
44 // Draw small bottom left
45     y = 152;
46
47     for(int x=250;x<=750;x=x+20) {
48         y = y + 14;
49         if(y<=498) {
50             g.drawLine(250, y, x, 498);
51         }
52     }
53     // Draw small bottom right
54     y = 152;
55
56     for(int x=750;x>=250;x=x-20) {
57         y = y + 14;
58         if(y<=498) {
59             g.drawLine(750, y, x, 498);}
60
61     }
62     // Draw small top right
63     y = 498; for(int x=750;x>=250;x=x-20) {
64         y = y - 14;
65         if(y>=152) {
66             g.drawLine(750, y, x, 152); }
67     }
68
69     // Draw small top left
70     y = 498;
71     for(int x =250;x<=750;x=x+20) {
72         y = y - 14;
73         if(y>=152) {
74             g.drawLine(250, y, x, 152);
75         }
76     }
77
78 }
79 }
80
81
82
```