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import java.awt.*;
import java.applet.*;
public class LineArtGraphics extends Applet
{
    public void paint(Graphics g)
    {
        int width = 980;
        int height = 630;
        g.drawRect(10,10,width,height);

        g.drawRect(255, 170, 490, 310);

        // Draw bottom-right corner
        for (int i = 1; i < 70; i++) {
            g.drawLine(10 + (14 * i), 640, 990, 640 - (9 * i));
        }
        // Draw bottom-left corner
        for (int k = 1; k < 70; k++) {
            g.drawLine(10 + (14 * k), 640, 10, 10 + (9 * k));
        }
        // Draw top-right corner
        for (int x = 1; x < 70; x++) {
            g.drawLine(990 - (14 * x), 10, 10, 10 + (9 * x));
        }
        // Draw top-left corner
        for (int j = 1; j < 70; j++) {
            g.drawLine(990 - (14 * j), 10, 990, 640 - (9 * j));
        }

        //small bottom right
        for (int a = 1; a < 35; a++) {
            g.drawLine(255 + (14 * a), 480, 745, 480 - (9 * a));
        }
        //small bottom left
        for (int b = 1; b < 35; b++) {
            g.drawLine(255 + (14 * b), 480, 255, 170 + (9 * b));
        }
        //small top left
        for (int c = 1; c < 35; c++) {
            g.drawLine(745 - (14 * c), 170, 255, 170 + (9 * c));
        }
        //small top right
        for (int d = 0; d < 35; d++) {
            g.drawLine(745 - (14 * d), 170, 745, 480 - (9 * d));
        }
    }
}

```

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}  
  }  
}
```

```
//gcf in both dimension  
//g.drawLine(start x, start y, end x, end y);
```