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1 package exercises;
2 import java.awt.Graphics;
3 import java.applet.*;
4
5 public class LineArt extends Applet{
6     private static final long serialVersionUID = 1L;
7     public void paint(Graphics g){
8         int width = 980;
9         int height = 630;
10        g.drawRect(10,10,width,height);
11        // Draw bottom-left corner
12        int b=640;
13        for (int i = 990; i>10; i = i - 25) {
14            b = b - 16;
15            if (b<=640 && b>=10)
16                g.drawLine(i, 640, 10, b);
17        }
18        // Draw bottom-right corner
19        int a = 640;
20        for (int i = 10; i<990; i = i + 25) {
21            a = a - 16;
22            if (a<=640 && a>=10)
23                g.drawLine(i, 640, 990, a);
24        }
25        // Draw top-right corner
26        int c = 10;
27        for (int i = 10; i<990; i = i + 25) {
28            c = c + 16;
29            if (c<=640 && c>=10)
30                g.drawLine(i, 10, 990, c);
31        }
32
33        // Draw top-left corner
34        int j = 10;
35        for (int i = 990; i>10; i = i - 25) {
36            j = j + 16;
37            if (j<=640 && j>=10)
38                g.drawLine(i, 10, 10, j);
39        }
40
41        //Draw smaller square
42        width = 494;
43        height = 300;
44        int sx = 255;
45        int sy = 175;
46        g.drawRect(sx,sy,width,height);
47
48        // Draw bottom-left corner
49        b=height + sy;
50        for (int i = width + sx; i>sx; i = i - 12) {
51            b = b - 7;
52            if (b<= height + sy && b>= sy)
53                g.drawLine(i, height + sy, sx, b);
54        }
55        // Draw bottom-right corner
56        a = height + sy;
57        for (int i = sx; i<sx+width; i = i + 12) {
58            a = a - 7;
59            if (a<= height + sy && a>= sy)
60                g.drawLine(i, height + sy, width + sx, a);
61        }
62        // Draw top-right corner
63        c = sy;
64        for (int i = sx; i<sx+width; i = i + 12) {
65            c = c + 7;
66            if (c<= height + sy && c>= sy)
67                g.drawLine(i, sy, sx+width, c);
68        }
69
70        // Draw top-left corner
71        j = sy;
72        for (int i = width + sx; i>sx; i = i - 12) {
73            j = j + 7;
74            if (j<= height + sy && j>= sy)
75                g.drawLine(i, sy, sx, j);
76        }
77    }
78 }
79
80
81

```