

```
1 // LineArt.java
2
3
4
5 import java.awt.*;
6 import java.applet.*;
7 public class LineArt extends Applet
8
9 {
10     public void paint(Graphics g)
11     {
12         int width = 980;
13         int height = 630;
14         g.drawRect(10,10,width,height);
15
16         // Draw bottom-right corner
17         int x=0;
18         int y =0;
19
20
21         for (int i = 0; i < 52; i++)
22         {
23
24             x = 10 + 19*(i);
25             y = 640 - 12*(i);
26
27             //starting at 10
28             g.drawLine(x, 640, 990, y);
29         }
30
31         // Draw bottom-left corner
32
33         for (int i = 0; i < 52; i++)
34         {
35
36             x = 990 - 19*(i);
37             y = 640 - 12*(i);
38
39             g.drawLine(x, 640, 10, y);
40         }
41
42         // Draw top-right corner
43
44         for (int i = 0; i < 52; i++)
45         {
46
47             x = 990 - 19*(i);
48             y = 640 - 12*(i);
49
```

```
50     g.drawLine(990, y, x, 10); // this is right
51 }
52
53     // Draw top-left corner
54
55     for (int i = 0; i < 52; i++)
56     {
57
58         x = 10 + 19*(i);
59         y = 640 - 12*(i);
60
61         g.drawLine(10, y, x, 10);
62     }
63
64     // small rectangle
65     int width1 = 490;
66     int height2 = 315;
67
68     g.drawRect(255, 168, width1, height2);
69
70     // Draw bottom-right corner
71     for (int i = 0; i < 26; i++)
72     {
73
74         x = 255 + 19*(i);
75         y = 483 - 12*(i);
76
77         g.drawLine(x, 483, 745, y);
78     }
79
80     // Draw bottom-left corner
81     for (int i = 0; i < 26; i++)
82     {
83
84         x = 745 - 19*(i);
85         y = 483 - 12*(i);
86
87         g.drawLine(x, 483, 255, y);
88     }
89
90     // Draw top-right corner
91     for (int i = 0; i < 26; i++)
92     {
93
94         x = 745 - 19*(i);
95         y = 483 - 12*(i);
96
97         g.drawLine(745, y, x, 168);
```

```
98     }
99     // Draw top-left corner
100     for (int i = 0; i < 26; i++)
101     {
102
103         x = 255 + 19*(i);
104         y = 483 - 12*(i);
105
106         g.drawLine(255, y, x, 168);
107     }
108 }
109 }
110
```