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// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.

import java.awt.*;
import java.applet.*;

public class LineArt extends Applet {
      public void paint(Graphics g)
 {
int sketch =1;
int width = 980;
int height = 630;
int numLines= 70;
g.setColor(Color.pink);
int paddingSide=10;
int paddingTop=10;
while (sketch==1||sketch==2||sketch==3) {
      if (sketch==2) {
            width= 460;
            height= 340;
            numLines= 20;
            paddingSide=270;
            paddingTop=155;
            g.setColor(Color.magenta);
      }else if (sketch==3) {
            width= 240;
            height= 160;
            numLines= 10;
            paddingSide=380;
            paddingTop=245;
            g.setColor(Color.blue);
      }
      int spaceHoriz=width/numLines;
        int spaceVert=height/numLines;
        int y=numLines;
        int x=0;
  g.drawRect(paddingSide,paddingTop,width,height);



  // Draw bottom-left corner
  while (y>=0) {

g.drawLine(paddingSide,y*spaceVert+paddingTop,y*spaceHoriz+paddingSide,nu
mLines*spaceVert+paddingTop);
        y--;
  }
  // Draw bottom-right corner
  y=numLines;
  x=0;
  while(y>=0) {
        g.drawLine(numLines*spaceHoriz+paddingSide,
x*spaceVert+paddingTop, y*spaceHoriz+paddingSide,
numLines*spaceVert+paddingTop);
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        x++;
        y--;
  }
  // Draw top-right corner
  y=numLines;
  x=0;
  while(x<=numLines) {
        g.drawLine(x*spaceHoriz+paddingSide, paddingTop,
numLines*spaceHoriz+paddingSide, x*spaceVert+paddingTop);
        x++;
  }
  // Draw top-left corner
  y=numLines;
  x=0;
  while(y>=0) {
        g.drawLine(paddingSide, y*spaceVert+paddingTop,
x*spaceHoriz+paddingSide, paddingTop);
        y--;
        x++;
  }
  sketch++;
}
}
}
```