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

import java.applet.Applet;
import java.awt.Graphics;

public class LineArt extends Applet {
    public void paint(Graphics g) {
        int width = 980;
        int height = 630;
        int x1 = 10;
        int y1 = 10;
        int GCF = 70;
        int t = 1;
        while (t <= 2) {
            int x2 = x1 + width;
            int y2 = y1 + height;
            g.drawRect(x1, y1, width, height);
            int distanceh = height / GCF;// 630/70
            int distancew = width / GCF;// Proportional,GCF=70,980/70
            while (distancew <= width) { // Use width instead of height
//bottom right
                g.drawLine(x1 + distancew, y2, x2, y2 - distanceh);
//bottom left
                g.drawLine(x2 - distancew, y2, x1, y2 - distanceh);
//top left
                g.drawLine(x2 - distancew, y1, x1, y1 + distanceh);
//top right
                g.drawLine(x1 + distancew, y1, x2, y1 + distanceh);
                distanceh = distanceh + 9;
            }
        }
    }
}

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        distancew = distancew + 14;
    }
    width = width / 2;
    height = height / 2;
    x1 = x1 + (width / 2);
    y1 = y1 + (height / 2);
    GCF = GCF / 2;
    t = t + 1;
}
}
}
```