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

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

public class LineArtGraphics extends Applet {
        public void paint(Graphics g) {
                int width = 980;
                int height = 630;
                int y;
                int x;

                // Draw bottom-left corner
                g.setColor(Color.pink);
                g.drawRect(10, 10, width, height);
                x = 10;
                y = 10;
                for (int i = 0; i < 70; i++) {
                        g.drawLine(10, y, x, 640);
                        y = y + 9;
                        x = x + 14;
                }

                // Draw bottom-right corner
                x = 990;
                y = 10;
                for (int i = 0; i < 70; i++) {
                        g.drawLine(990, y, x, 640);
                        y = y + 9;
                        x = x - 14;

                }

                // Draw top-right corner
                x = 10;
                y = 10;
                for (int i = 0; i < 70; i++) {
                        g.drawLine(990, y, x, 10);
                        y = y + 9;
                        x = x + 14;
                }

                // Draw top-left corner
                x = 990;
                y = 10;
                for (int i = 0; i < 70; i++) {
                        g.drawLine(10, y, x, 10);
                        y = y + 9;
                        x = x - 14;
```

```
                }

                // Extra: Draw smaller version inside the graphic

                // Draw bottom-left corner
                g.setColor(Color.yellow);
                g.drawRect(258, 165, 490, 315);
                x = 258;
                y = 165;
                for (int i = 0; i < 35; i++) {
                        g.drawLine(258, y, x, 480);
                        y = y + 9;
                        x = x + 14;
                }

                // Draw bottom-right corner
                x = 748;
                y = 165;
                for (int i = 0; i < 35; i++) {
                        g.drawLine(748, y, x, 480);
                        y = y + 9;
                        x = x - 14;

                }
                // Draw top-right corner
                x = 258;
                y = 165;
                for (int i = 0; i < 35; i++) {
                        g.drawLine(748, y, x, 165);
                        y = y + 9;
                        x = x + 14;
                }
                // Draw top-left corner
                x = 748;
                y = 165;
                for (int i = 0; i < 35; i++) {
                        g.drawLine(258, y, x, 165);
                        y = y + 9;
                        x = x - 14;
                }

        }
}
```