

```
1 import java.awt.*;
3 public class LineArt extends Applet
4 {
5
6 private static final long serialVersionUID = 1L;
7
8 public void paint(Graphics g) {
9
10 g.drawRect(10,10,980,630);
11
12 int x1= 10;
13 int y1 = 640;
14 int x2 = 990;
15 int y2 = 640;
16 // Draw bottom-left corner
17
18 for (int i=0; i<=70; i++) {
19     g.drawLine(x1, y1-(i*9), x2-(i*14), y2);
20 }
21 // Draw bottom-right corner
22 for (int i=0; i<=70; i++) {
23     g.drawLine((x1+(i*14)), y1, x2, (y2-(i*9)));
24 }
25 // Draw top-right corner
26 for (int i=0; i<=70; i++) {
27     g.drawLine(10+(i*14),10,990,10+(i*9));
28 }
29 // Draw top-left corner
30 for (int i=0; i<=70; i++) {
31     g.drawLine(10,640-(i*9),10+(i*14),10);
32 }
33 //Extra credit
34 g.drawRect(280,154,440,344);
35
36 //Bottom-left
37 for (int i=0; i<=63; i++) {
38     g.drawLine(280, 498-(i*5),720-(i*7), 498);
39 }
40 //Bottom-right
41 for (int i=0; i<=63; i++) {
42     g.drawLine((280+(i*7)), 498, 720, 498-(i*5));
43 }
44 //Top-right
45 for (int i=0; i<=63; i++) {
46     g.drawLine(280+(i*7),154,720,154+(i*5));
```

```
47
48     }
49 //Top-left
50 for (int i=0; i<=63; i++) {
51     g.drawLine(280,154+(i*5),720-(i*7),154);
52
53 }
54
55 }
56
57 }
58
```