

```
1 // LineArt.java
2
3 import java.awt.*;
4
5 public class LineArt extends Applet {
6     public void paint(Graphics g){
7         setSize(1000,650);
8         int width = 980;
9         int height = 630;
10        g.drawRect(10,10,width,height);
11        // Draw bottom-left corner
12        for(int i=0; i<70;i++) {
13            g.drawLine(10+14*i, 640, 990, 630-9*i);
14        }
15        // Draw bottom-right corner
16        for(int i=0; i<70;i++) {
17            g.drawLine(990-14*i, 640, 10, 640-9*i);
18        }
19        // Draw top-right corner
20        for(int i=0; i<70;i++) {
21            g.drawLine(10+14*i, 10, 990, 10+9*i);
22        }
23        // Draw top-left corner
24        for(int i=0; i<70;i++) {
25            g.drawLine(990-14*i, 10, 10, 10+9*i);
26        }
27
28        //smaller
rectangle_____
_____
29
30        g.drawRect(255,170,490,310);
31
32        // Draw bottom-left corner
33        for(int i=1; i<35;i++){
34            g.drawLine(255+14*i, 480, 745, 480-9*i);
35        }
36        // Draw bottom-right corner
37        for(int t=1; t<35;t++) {
38            g.drawLine(745-14*t, 480, 255, 480-9*t);
39        }
40        // Draw top-right corner
41        for(int t=1; t<35;t++) {
42            g.drawLine(255+14*t, 170, 745, 170+9*t);
43        }
44        // Draw top-left corner
```

```
45     for(int t=1; t<35;t++) {
46         g.drawLine(745-14*t, 170, 255, 170+9*t);
47     }
48 }
49 }
```