

```

1  import java.awt.*;
2  import java.util.concurrent.TimeUnit;
3  import java.applet.*;
4  public class LineArt extends Applet
5  {
6      public void paint(Graphics g)
7      {
8          int width = 980;
9          int height = 630;
10         g.drawRect(10,10,width,height);
11
12         for(int j=0; j<=1; j++) {
13             int a=1+j; //How big/small the lines are for the different sizes
14             int b = 980/4*j; //The x-shift for the smaller shape
15             int c= 630/4*j; //The y-shift for the smaller shape
16
17             for(int i=0; i<=70; i++) {
18                 int d=9*i;// The y-distance between the lines
19                 int e=14*i;// The x-distance between the lines
20                 //Draw bottom-left corner
21                 try {
22                     g.drawLine(10+b, 10+d/a+158*j, 10+e/a+b, 640-c);
23                     Thread.sleep(10);
24                     // Draw bottom-right corner
25                     g.drawLine(990-b, 10+d/a+158*j, 990-e/a-b, 640-c);
26                     Thread.sleep(10);
27                     // Draw top-right corner
28                     g.drawLine(990-b, 640-d/a-158*j, 990-e/a-b, 10+c);
29                     Thread.sleep(10);
30                     // Draw top-left corner
31                     g.drawLine(10+b, 640-d/a-158*j, 10+e/a+b, 10+c);
32                     Thread.sleep(10);
33                 } catch (InterruptedException e1) {
34                     // TODO Auto-generated catch block
35                     e1.printStackTrace();
36                 }
37             }
38         }
39     }
40 }

```