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1 // LineArt.java
2 // Student version of the Lab06 Line Art Graphics Program assignment.
3 import java.awt.*;
4 public class LineArt extends Applet
5 {
6     public void paint(Graphics g)
7     {
8         int width = 980;
9         int height = 630;
10        int Wdifference=980/70;
11        int Hdifference=630/70;
12        int currentX=10;
13        int currentY=10;
14        g.drawRect(10,10,width,height);
15    }
16
17
18 // Draw bottom-left corner
19 currentY=10;
20 for (currentX=10; currentX<=width; currentX+=Wdifference) {
21     currentY=currentY+Hdifference;
22     g.drawLine(currentX, 640, 10,currentY);
23 }
24 // Draw bottom-right corner
25
26 for (currentX=10; currentX<=width; currentX+=Wdifference) {
27     currentY=currentY-Hdifference;
28     g.drawLine(currentX, 640, 990,currentY);
29 }
30 // Draw top-right corner
31
32 currentY=10;
33
34 for (currentX=10; currentX<=width; currentX+=Wdifference) {
35     currentY=currentY+Hdifference;
36     g.drawLine(currentX, 10, 990, currentY);
37 }
38 // Draw top-left corner
39
40 for (currentX=10; currentX<=width; currentX+=Wdifference) {
41     currentY=currentY-Hdifference;
42     g.drawLine(currentX, 10, 10, currentY);
43 }
44 //Y 475
45 //X 745
46 g.drawRect(245, 175, 500, 300);
47 width=500;
48 height=300;
49 currentX=245;
50 currentY=175;
51
52 int Xtotal=width+currentX;
53 int Ytotal=height+currentY;
54
55 Wdifference= 500/50;
56 Hdifference= 300/50;
57
58 for (currentX=245; currentX<=Xtotal; currentX+=Wdifference) {
59     currentY=currentY+Hdifference;
60     g.drawLine(currentX, 175,745 ,currentY);
```

```
61 }
62
63
64 for (currentX=245; currentX<=Xtotal; currentX+=Wdifference) {
65     currentY=currentY-Hdifference;
66     g.drawLine (currentX, 175,245,currentY);
67 }
68
69
70 currentY=170;
71 for (currentX=245; currentX<=Xtotal; currentX+=Wdifference) {
72     currentY=currentY+Hdifference;
73     g.drawLine (currentX, Ytotal, 245, currentY);
74 }
75
76 for (currentX=245; currentX<=Xtotal;currentX+=Wdifference) {
77     currentY=currentY-Hdifference;
78     g.drawLine (currentX, Ytotal, Xtotal, currentY);
79 }
80
81
82
83
84
85
```