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

public class LineArt extends Applet
{
    public void paint(Graphics g)
    {
        int width = 980;
        int height = 630;
        g.drawRect(10,10,width,height);
        int x = 10;
        int y = 10;

        // Draw bottom-left corner
        for (y = 10; y <= height; y = y + 14) {
            g.drawLine(10, y, x = x + 20, 640);

            }

        x = 990;

        // Draw bottom-right corner
        for (y = 10; y <= height; y = y + 14) {
            g.drawLine(990, y, x = x - 20, 640);
            }

        // Draw top-right corner
        for (y = 10; y <= height; y = y + 14) {
            g.drawLine(990, y, x = x + 20, 10);
        }

        x = 10;

        // Draw top-left corner
        for (y = 626; y <= height && y >= 10; y = y - 14) {
            g.drawLine(10, y, x = x + 20, 10);
            }

        }

}

```