

```
import java.awt.Graphics;
import java.applet.Applet;

public class LineArt extends Applet {

    public void paint(Graphics g) {
        int width=980;
        int height=600;
        int startX=10;
        int startY=10;
        g.drawRect(startX, startY, width, height);

        int numLines=100;
        for(int i=0;i<numLines;i++) {
            g.drawLine(startX+i*width/numLines, height+startY, width+startX, height+startY-(i*height/numLines));
            g.drawLine(width+startX-i*width/numLines, height+startY, startX, height+startY-(i*height/numLines));
            g.drawLine(startX+i*width/numLines, startY, width+startX, startY+(i*height/numLines));
            g.drawLine(width+startX-i*width/numLines, startY, startX, startY+(i*height/numLines));
        }
        width/=2;
        height/=2;
        startX=255;
```

```
startY=160;
g.drawRect(startX, startY, width, height);

for(int i=0;i<numLines;i++) {
    g.drawLine(startX+i*width/numLines, height+startY, width+startX, height+startY-(i*height/numLines));
    g.drawLine(width+startX-i*width/numLines, height+startY, startX, height+startY-(i*height/numLines));
    g.drawLine(startX+i*width/numLines, startY, width+startX, startY+(i*height/numLines));
    g.drawLine(width+startX-i*width/numLines, startY, startX, startY+(i*height/numLines));
}
```

```
numLines/=2;
width=width/2-5;
height/=2;
startX=380;
startY=235;
g.drawRect(startX, startY, width, height);

for(int i=0;i<numLines;i++) {
    g.drawLine(startX+i*width/numLines, height+startY, width+startX, height+startY-(i*height/numLines));
    g.drawLine(width+startX-i*width/numLines, height+startY, startX, height+startY-(i*height/numLines));
    g.drawLine(startX+i*width/numLines, startY, width+startX, startY+(i*height/numLines));
    g.drawLine(width+startX-i*width/numLines, startY, startX, startY+(i*height/numLines));
}
```

```
}
```

```
numLines/=2;
```

```
width=width/2;
```

```
height/=2;
```

```
startX=440;
```

```
startY=273;
```

```
g.drawRect(startX, startY, width, height);
```

```
for(int i=0;i<numLines;i++) {
```

```
    g.drawLine(startX+i*width/numLines, height+startY, width+startX, height+startY-(i*height/numLines));
```

```
    g.drawLine(width+startX-i*width/numLines, height+startY, startX, height+startY-(i*height/numLines));
```

```
    g.drawLine(startX+i*width/numLines, startY, width+startX, startY+(i*height/numLines));
```

```
    g.drawLine(width+startX-i*width/numLines, startY, startX, startY+(i*height/numLines));
```

```
}
```

```
}
```

```
}
```