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// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.
import java.awt.*;
import java.applet.*;
public class Lab6LineArtGraphics extends Applet
{
    public void paint(Graphics g) {
        int width = 980;
        int height = 630;

        g.drawRect(10,10,width,height);

        int numLines = height / 10; // Adjust the number dividing, to fix the spacing

// Draw bottom-left corner
for (int i = 0; i <= numLines; i++) {
    int xStart = 10;
    int yStart = 10 + (i * height / numLines);
    int xEnd = 10 + (i * width / numLines);
    int yEnd = 10 + height;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// Draw bottom-right corner
for (int i = 0; i <= numLines; i++) {
    int xStart = 10 + width;
    int yStart = 10 + (i * height / numLines);
    int xEnd = 10 + width - (i * width / numLines);
    int yEnd = 10 + height;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// Draw top-right corner
for (int i = 0; i <= numLines; i++) {
    int xStart = 10 + width;
    int yStart = 10 + height - (i * height / numLines);
    int xEnd = 10 + width - (i * width / numLines);
    int yEnd = 10;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// Draw top-left corner
for (int i = 0; i <= numLines; i++) {
    int xStart = 10;

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    int yStart = 10 + height - (i * height / numLines);
    int xEnd = 10 + (i * width / numLines);
    int yEnd = 10;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// smaller version inside

int width2 = 580;
int height2 = 253;

int numLines2 = height2 / 10;

// top-left corner
for (int i = 0; i <= numLines2; i++) {
    int xStart = 205;
    int yStart = 205 + height2 - (i * height2 / numLines2);
    int xEnd = 205 + (i * width2 / numLines2);
    int yEnd = 205;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// top right corner
for (int i = 0; i <= numLines2; i++) {
    int xStart = 205 + width2;
    int yStart = 205 + height2 - (i * height2 / numLines2);
    int xEnd = 205 + width2 - (i * width2 / numLines2);
    int yEnd = 205;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// Draw bottom-left corner
for (int i = 0; i <= numLines2; i++) {
    int xStart = 205;
    int yStart = 205 + (i * height2 / numLines2);
    int xEnd = 205 + (i * width2 / numLines2);
    int yEnd = 205 + height2;
    g.drawLine(xStart, yStart, xEnd, yEnd);
}

// Draw bottom-right corner
for (int i = 0; i <= numLines2; i++) {
    int xStart = 205 + width2;

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int yStart = 205 + (i * height2 / numLines2);  
int xEnd = 205 + width2 - (i * width2 / numLines2);  
int yEnd = 205 + height2;  
g.drawLine(xStart, yStart, xEnd, yEnd);  
}  
  
}  
}
```

