

```

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

public class LineArtGraphics extends Applet
{
public void paint(Graphics g)
{
int width = 980;
int height = 630;
g.drawRect(10,10,width,height);
int i = 0;
int steps = 70;
int stepsS = 20;
// Draw bottom-left corner

for (i = 0; i <= steps; i++) {
    g.drawLine(10, 10 + (i * 9), 10 + (i * 14), 640);
}

// Draw bottom-right corner
for (i = 0; i <= steps; i++) {
    g.drawLine(990, 10 + (i * 9), 1000 - (10 + (i * 14)), 640);
}

// Draw top-right corner
for (i = 0; i <= steps; i++) {
    g.drawLine(990, 640 - (i * 9), 1000 - (10 + (i * 14)), 10);
}

// Draw top-left corner
for (i = 0; i <= steps; i++) {
    g.drawLine(10, 640 - (i * 9), 10 + (i * 14), 10);
}

// Draw mini bottom-left corner
for (i = 0; i <= stepsS; i++) {
    g.drawLine(230, 185 + (i * 14), 230 + (i * 27), 465);
}

// Draw mini bottom-right corner
for (i = 0; i <= stepsS; i++) {
    g.drawLine(770, 185 + (i * 14), 770 - (i * 27), 465);
}
}

```

```
//Draw mini top-right corner
for (i = 0; i <= stepsS; i++) {
    g.drawLine(770, 465 - (i * 14), 770 - (i * 27), 185);
}

// Draw mini top-left corner
for (i = 0; i <= stepsS; i++) {
    g.drawLine(230, 465 - (i * 14), 230 + (i * 27), 185);
}
}
}
```