```java
import java.awt.*; 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);
            // Draw bottom-left corner
            int x = 10;
            int y = 10;
            int a = 24;
            int b = 640;

            while(y<height && a<990) {
                    g.drawLine(x, y, a, b);
                    a = a+14;
                    y = y+ 9;
                }

            // Draw bottom-right corner
            x = 990;
            y = 10;
            a = 981;
            b = 640;


            while(y<height && a>10) {
                    g.drawLine(x, y, a, b);
                    a = a-14;
                    y =  y+ 9;
                }
            // Draw top-right corner
            x = 10;
            y = 10;
            a = 990;
            b = 10;

            while(y<height && x<990) {
                    g.drawLine(x, y, a, b);
                    x = x+14;
                    b =  b + 9;
                }
```

```
        // Draw top-left corner

        x = 990;
        y = 10;
        a = 10;
        b = 10;

        while(y<height && x>10) {
                        g.drawLine(x, y, a, b);
                        x = x-14;
                        b =  b + 9;
                        }

// Draw smaller version
         width = 490;
         height = 310;
        g.drawRect(255,168,width,height);

         x = 255;
         y = 168;
         a = 255;
         b = 478;

        while(y<478 && a<745) {
                        g.drawLine(x, y, a, b);
                        a = a+8;
                        y = y+ 5;}


    x = 745;
         y = 168;
         a = 745;
         b = 478;

        while(y<478 && a>255) {
                g.drawLine(x, y, a, b);
                a -= 8;
                y += 5;}


x = 255;
y = 168;
a = 745;
b = 168;
```

```
while(b<478 && x<740) {
                g.drawLine(x, y, a, b);
                x = x+8;
                b =  b + 5;}


x = 745;
y = 168;
a = 255;
b = 168;

while(b<478 && x>257) {
                g.drawLine(x, y, a, b);
                x = x-8;
                b =  b + 5;}
} }
```