

LineArt.java

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1 // LineArt.java
2 // Student version of the Lab06 Line Art Graphics Program assignment.
3
4 import java.awt.*;
5
6
7 public class LineArt extends Applet {
8     public void paint(Graphics g) {
9         int width = 980;
10        int height = 630;
11        g.drawRect(10, 10, width, height);
12
13        int offsetX = 10;
14        int offsetY = 10;
15
16        // Draw bottom-left corner
17
18        for (int y = 0; y <= height; y = y + height / 49) {
19            g.drawLine(offsetX + 0, offsetY + y, offsetX + y * width / height, offsetY + height);
20        }
21
22        // Draw bottom-right corner
23
24        for (int x = 0; x <= width; x = x + width / 49) {
25            g.drawLine(offsetX + x, offsetY + height, offsetX + width, offsetY + height - x * height / width);
26        }
27
28        // Draw top-right corner
29
30        for (int x = 0; x <= width; x = x + width / 49) {
31            g.drawLine(offsetX + x, offsetY + 0, offsetX + width, offsetY + x * height / width);
32        }
33
34        // Draw top-left corner
35
36        for (int y = 0; y <= height; y = y + height / 49) {
37            g.drawLine(offsetX + 0, offsetY + height - y, offsetX + y * width / height, offsetY + 0);
38        }
39
40        width = width / 2;
41        height = height / 2;
42
43        offsetX += width / 2;
44        offsetY += height / 2;
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46     // Draw bottom-left corner
47
48     for (int y = 0; y <= height; y = y + height / 49) {
49         g.drawLine(offsetX + 0, offsetY + y, offsetX + y * width / height, offsetY + height);
50     }
51
52     // Draw bottom-right corner
53
54     for (int x = 0; x <= width; x = x + width / 49) {
55         g.drawLine(offsetX + x, offsetY + height, offsetX + width, offsetY + height - x * height / width);
56     }
57
58     // Draw top-right corner
59
60     for (int x = 0; x <= width; x = x + width / 49) {
61         g.drawLine(offsetX + x, offsetY + 0, offsetX + width, offsetY + x * height / width);
62     }
63
64     // Draw top-left corner
65
66     for (int y = 0; y <= height; y = y + height / 49) {
67         g.drawLine(offsetX + 0, offsetY + height - y, offsetX + y * width / height, offsetY + 0);
68     }
69
70 }
71 }
```