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import java.awt.*;
import java.applet.*;
public class LineArt extends Applet
{
    public void paint(Graphics g)
    {
        int x1=10;
        int y1=640;
        int x2=990;
        int y2=631;
        int i;

        int width = 980;
        int height = 630;
        g.drawRect(10,10,width,height);
        // Draw bottom-left corner
        for (i=0; i<=65; i++) {
            g.drawLine(x1, y1, x2, y2);
            x1+= 15;
            y2--=9;
        }
        // Draw bottom-right corner
        x1=990;
        y1=640;
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x2=10;

y2=631;

for (i=0; i<=65; i++) {

    g.drawLine(x1, y1, x2, y2);

    x1-= 15;

    y2-=9;

}

// Draw top-right corner

x1=10;

y1=10;

x2=990;

y2=19;

for (i=0; i<=65; i++) {

    g.drawLine(x1, y1, x2, y2);

    x1+= 15;

    y2+=9;

}

// Draw top-left corner

x1=990;

y1=10;

x2=10;

y2=19;

for (i=0; i<=65; i++) {

    g.drawLine(x1, y1, x2, y2);

    x1-= 15;
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        y2+=9;
    }
    g.drawRect(224,180,550,290);
    x2=774;
    y2=470;
    x1=764;
    y1=180;
    for (i=0; i<=48; i++) {
        g.drawLine(x1, y1, x2, y2);
        x1 -= 10;
        y2 -= 6;
    }

    x2=774;
    y2=180;
    x1=764;
    y1=470;
    for (i=0; i<=48; i++) {
        g.drawLine(x1, y1, x2, y2);
        x1 -= 10;
        y2+= 6;
    }

    x2=224;
    y2=180;
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x1=234;
y1=470;
for (i=0; i<=48; i++) {
    g.drawLine(x1, y1, x2, y2);
    x1 += 10;
    y2+= 6;
}

x2=224;
y2=470;
x1=234;
y1=180;
for (i=0; i<=48; i++) {
    g.drawLine(x1, y1, x2, y2);
    x1 += 10;
    y2 -= 6;
}
}
}
```