

```
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-right corner
    for (int i=1; i<70; i++ ) {
        g.drawLine(10+(14*i), 640, 990, 640-(9*i));
    }

    //Draw top-left corner
    for (int i=1; i<70; i++ ) {
        g.drawLine(10+(14*i), 10, 10, 640-(9*i));
    }

    //Draw top-right corner
    for (int i=1; i<70; i++ ) {
        g.drawLine(10+(14*i), 10, 990, 10+(9*i));
    }

    //Draw bottom-left corner
    for (int i=1; i<70; i++ ) {
        g.drawLine(10+(14*i), 640, 10, 10+(9*i));
    }

    int midx = (980/2);
    int midy = (630/2);
    int a = (midx/2)+10;
    int b = (midy/2)+10;
    g.drawRect(a, b, midx, midy);

    //Draw top-right corner
    for (int i=1; i<35; i++ ) {
        g.drawLine(255+(14*i), 167, 745, 167+(9*i));
    }

    //Draw bottom-right corner
```

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for (int i=1; i<35; i++ ) {
    g.drawLine(255+(14*i), 482, 745, 482-(9*i));
}

//Draw bottom-left corner
for (int i=1; i<35; i++ ) {
    g.drawLine(745-(i*14), 170, 255, 170+(i*9));
}

//Draw top-left corner
for (int i=1; i<35; i++ ) {
    g.drawLine(255+(14*i), 482, 255, 167+(9*i));
}
}
```