```java
// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.

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
        int count = 0;
        int x = 10;
        int y = 640;
        int x1 = 990;
        int y1 = 640;

        while (count >= 0 && count <= 51) {
            g.drawLine(x, y, x1, y1);
            x += 19;
            y1 -= 12;
            count++;
        }

        // Draw bottom-left corner
        count = 0;
        x = 10;
        y = 640;
        x1 = 10;
        y1 = 10;

        while (count >= 0 && count <= 51) {
            g.drawLine(x, y, x1, y1);
            x += 19;
            y1 += 12;
            count++;
        }

        // Draw top-right corner
        count = 0;
        x = 10;
        y = 640;
        x1 = 10;
        y1 = 10;

        while (count >= 0 && count <= 51) {
            g.drawLine(x, y, x1, y1);
            x1 += 19;
            y -= 12;
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            count++;
        }

        // Draw top-left corner

        count = 0;
        x = 10;
        y = 10;
        x1 = 990;
        y1 = 10;

        while (count >= 0 && count <= 51) {
            g.drawLine(x, y, x1, y1);
            x += 19;
            y1 += 12;
            count++;
        }



        //draw smaller line art inside larger line art

        int width1 = 490;
        int height1 = 314;
        //2:4 ratio in the middle (with some adjusting)
        g.drawRect(257, 168, width1, height1);

        //bottom left corner
        count = 0;
        x = 257;
        y = 168;
        x1 = 257;
        y1 = 482;

        while (count >= 0 && count < 52) {
            g.drawLine(x, y, x1, y1);
            y += 6;
            x1 += 9;
            count++;
        }

        //bottom right corner
        count = 0;
        x = 257;
        y = 482;
        x1 = 747;
        y1 = 482;

        while (count >= 0 && count < 54) {
            g.drawLine(x,y, x1, y1);
            x += 9;
            y1 -= 6;
            count++;
        }
```

```java
//top left corner
count = 0;
x = 257;
y = 168;
x1 = 747;
y1 = 168;

while (count >= 0 && count < 54) {
    g.drawLine(x, y, x1, y1);
    y += 6;
    x1 -= 9;
    count++;
}

//top right corner
count = 0;
x = 257;
y = 168;
x1 = 747;
y1 = 168;

while (count >= 0 && count <54) {
    g.drawLine(x, y, x1, y1);
    x += 9;
    y1 += 6;
    count++;
}
    }
}
```