```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;
  int height2 = 640;
  int width3 = 990;
  int widthChange2 = 10;
  int heightChange2 = 640;
  g.drawRect(10,10,width,height);
  for (int i = 0; i <= 70; i++) {
   g.drawLine(widthChange2, height2, width3, heightChange2);
   widthChange2 += 14;
   heightChange2 -= 9;
  }
  widthChange2 = 10;
  width3 = 990;
  heightChange2 = 640;
  height2 = 640;
  for (int i = 0; i <= 70; i++) {
   g.drawLine(width3, height2, widthChange2, heightChange2);
   width3 -= 14;
   heightChange2 -= 9;
  }
  width3 = 10;
  widthChange2 = 990;
  height2 = 10;
  heightChange2 = 10;
  for (int i = 0; i <= 70; i++) {
   g.drawLine(width3, height2, widthChange2, heightChange2);
   width3 += 14;
   heightChange2 += 9;
  }
  width3 = 10;
  widthChange2 = 990;
  height2 = 10;
  heightChange2 = 10;
  for (int i = 0; i <= 70; i++) {
   g.drawLine(widthChange2, height2, width3, heightChange2);
   widthChange2 -= 14;
   heightChange2 += 9;
  }
  g.drawRect(255, 168, 490, 315);
  width3 = 745;
  widthChange2 = 255;
  height2 = 168;
  heightChange2 = 168;
  for (int i = 0; i <= 35; i++) {
   g.drawLine(widthChange2, height2, width3, heightChange2);
   width3 -= 14;
   height2 += 9;
  }
  width3 = 255;
  widthChange2 = 745;
  height2 = 483;
  heightChange2 = 483;
  for (int i = 0; i <= 35; i++) {
   g.drawLine(widthChange2, height2, width3, heightChange2);
   width3 += 14;
   height2 -= 9;
  }
  width3 = 745;
  widthChange2 = 255;
```

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    height2 = 483;
    heightChange2 = 483;
    for (int i = 0; i <= 35; i++) {
     g.drawLine(widthChange2, height2, width3, heightChange2);
     width3 -= 14;
     height2 -= 9;
    }
    width3 = 745;
    widthChange2 = 745;
    height2 = 168;
    heightChange2 = 483;
    for (int i = 0; i <= 35; i++) {
     g.drawLine(widthChange2, height2, width3, heightChange2);
     widthChange2 -= 14;
     heightChange2 -= 9;
    }
   }
  }
```