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// LineArt.java
//Student version of the Lab06 Line Art Graphics Program assignment.
import java.util.Random;
import java.awt.*;
import java.applet.*;

public class LineArt extends Applet {

    public void paint(Graphics g) {

        Random rand = new Random();

        int width = 980;
        int height = 630;
        g.drawRect(10,10,width,height);

        //Draw bottom-right corner

        for (int i=0; i<=70; i++) {

            int x1 = 980;
            int y1 = (9*i);
            int x2 = (980-(14*i));
            int y2 = 630;
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        int r = rand.nextInt(256);
        int a = rand.nextInt(256);
        int b = rand.nextInt(256);

        Color randomColor = new Color(r, a, b);

        g.setColor(randomColor);

        // The +10 is to account for the box (boundary) starting
at (10,10)        g.drawLine(x1+10, y1+10, x2+10, y2+10);
    }

    //Draw bottom-left corner
    for (int i=0; i<=70; i++) {

        int x1 = 0;
        int y1 = (9*i);
        int x2 = (14*i);
        int y2 = 630;

        int r2 = rand.nextInt(256);
        int a2 = rand.nextInt(256);
        int b2 = rand.nextInt(256);

        Color randomColor2 = new Color(r2, a2, b2);

        g.setColor(randomColor2);

        // The +10 is to account for the box (boundary) starting
at (10,10)        g.drawLine(x1+10, y1+10, x2+10, y2+10);
    }

    //Draw top-right corner
    for (int i=0; i<=70; i++) {

        int x1 = (14*i);
        int y1 = 0;
        int x2 = 980;
        int y2 = (9*i);

        int r3 = rand.nextInt(256);
        int a3 = rand.nextInt(256);
        int b3 = rand.nextInt(256);

        Color randomColor3 = new Color(r3, a3, b3);

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        g.setColor(randomColor3);
        // The +10 is to account for the box (boundary) starting
at (10,10)        g.drawLine(x1+10, y1+10, x2+10, y2+10);
    }
    //Draw top-left corner
    for (int i=0; i<=70; i++) {
        int x1 = (980-(14*i));
        int y1 = 0;
        int x2 = 0;
        int y2 = (9*i);

        int r4 = rand.nextInt(256);
        int a4 = rand.nextInt(256);
        int b4 = rand.nextInt(256);

        Color randomColor4 = new Color(r4, a4, b4);

        g.setColor(randomColor4);
        // The +10 is to account for the box (boundary) starting
at (10,10)        g.drawLine(x1+10, y1+10, x2+10, y2+10);
    }

    // Smaller copy inside

    // Small boundary

    int smallwidth = 490;
    int smallheight = 315;

    int r5 = rand.nextInt(256);
    int a5 = rand.nextInt(256);
    int b5 = rand.nextInt(256);

    Color randomColor5 = new Color(r5, a5, b5);

    g.setColor(randomColor5);

    g.drawRect(255,167,smallwidth,smallheight);

    // Small copy bottom-right corner

    for (int i=0; i<=35; i++) {
        int x1 = 745;

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        int y1 = (167+(9*i));
        int x2 = (745-(14*i));
        int y2 = 482;

        int r6 = rand.nextInt(256);
        int a6 = rand.nextInt(256);
        int b6 = rand.nextInt(256);

        Color randomColor6 = new Color(r6, a6, b6);

        g.setColor(randomColor6);

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

    // Small copy bottom-left corner
    for (int i=0; i<=35; i++) {

        int x1 = 255;
        int y1 = (167+(9*i));
        int x2 = (255+(14*i));
        int y2 = 482;

        int r7 = rand.nextInt(256);
        int a7 = rand.nextInt(256);
        int b7 = rand.nextInt(256);

        Color randomColor7 = new Color(r7, a7, b7);

        g.setColor(randomColor7);

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

    // Small copy top-right corner
    for (int i=0; i<=35; i++) {

        int x1 = (255+(14*i));
        int y1 = 167;
        int x2 = 745;
        int y2 = (167+(9*i));

        int r8 = rand.nextInt(256);
        int a8 = rand.nextInt(256);
        int b8 = rand.nextInt(256);

        Color randomColor8 = new Color(r8, a8, b8);

        g.setColor(randomColor8);
    }

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        g.drawLine(x1, y1, x2, y2);
    }
    // Small copy top-left corner
    for (int i=0; i<=35; i++) {
        int x1 = (745-(14*i));
        int y1 = 167;
        int x2 = 255;
        int y2 = (167+(9*i));

        int r9 = rand.nextInt(256);
        int a9 = rand.nextInt(256);
        int b9 = rand.nextInt(256);

        Color randomColor9 = new Color(r9, a9, b9);

        g.setColor(randomColor9);

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

    }

}
}
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