

```
import java.awt.*;
import java.applet.*;

public class LineArt extends Applet
{
    public void paint(Graphics g)
    {
        int width = 980;
        int height = 630;
        int y;
        int x;

        g.drawRect(10,10,width,height);

        // Draw bottom-left corner
        y=10;
        x=10;
        for (y=10; y<=height; y=y+15)
        {
            g.drawLine(10, y, x, 640);
            x=x+23;
        }

        // Draw bottom-right corner
        y=10;
        x=990;
        for (y=10; y<=height; y=y+15)
        {
            g.drawLine(990, y, x, 640);
```

```
        x=x-23;

    }

    // Draw top-right corner

    y=640;
    x=990;
    for (y=640; y>=0; y=y-15)
    {
        g.drawLine(990, y, x, 10);
        x=x-23;

    }

    // Draw top-left corner

    y=640;
    x=10;
    for (y=640; y>=0; y=y-15)
    {
        g.drawLine(10, y, x, 10);
        x=x+23;

    }

    //smaller lineart
    g.drawRect(255, 167, 490, 315);

    //bottom right
```

```
y=167;
x=745;
for (y=167; y<=482; y=y+7)
{
g.drawLine(745, y, x, 482);
x=x-11;

}

//bottom left
y=167;
x=255;
for (y=167; y<=482; y=y+7)
{
g.drawLine(255, y, x, 482);
x=x+11;

}

//top right
y=482;
x=745;
for (y=482; y>=167; y=y-7)
{
g.drawLine(745, y, x, 167);
x=x-11;
}
```

```
//top left
y=482;
x=255;
for (y=482; y>=167; y=y-7)
{
    g.drawLine(255, y, x, 167);
    x=x+11;
}
}
}
```