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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-left corner
        for(int i=0; i<71; i++) {
            g.drawLine(10, 10+9*i, 10+14*i, 640 );
        }

        // Draw bottom-right corner
        for(int i=0; i<71; i++) {
            g.drawLine(990, 10+9*i, 990-14*i, 640 );
        }

        // Draw top-right corner
        for(int i=0; i<71; i++) {
            g.drawLine(990, 640-9*i, 990-14*i, 10 );
        }

        // Draw top-left corner
        for(int i=0; i<71; i++) {
            g.drawLine(10, 640-9*i, 10+14*i, 10 );
        }

        // Draw inner part
        g.drawRect(255,168,490,315);

        // Draw bottom-left corner
        for(int i=0; i<36; i++) {
            g.drawLine(255, 168+9*i, 255+14*i, 483 );
        }

        // Draw bottom-right corner
        for(int i=0; i<36; i++) {
            g.drawLine(745, 168+9*i, 745-14*i, 483 );
        }

        // Draw top-right corner
        for(int i=0; i<36; i++) {

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        g.drawLine(745, 483-9*i, 745-14*i, 168 );
    }

    // Draw top-left corner
    for(int i=0; i<36; i++) {
        g.drawLine(255, 483-9*i, 255+14*i, 168 );
    }
}
}
```

