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import java.awt.Graphics;
import java.applet.Applet;

public class LineArtGraphics extends Applet {

    public void paint(Graphics g) {

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

        // Draw bottom-left corner
        int y = 10;

        for (int x =10;x <= 990;x = x + 20) {
            y = y + 14;
            if (y <= 640) {
                g.drawLine(10,y,x,640);
            }
        }

        // Draw bottom-right corner
        y = 10;

        for (int x =990;x >= 10;x = x - 20) {
            y = y + 14;
            if (y <= 640) {
                g.drawLine(990,y,x,640);
            }
        }

        // Draw top-right corner
        y = 640;

        for (int x =990;x >= 10;x = x - 20) {
            y = y - 14;
            if (y >= 10) {
                g.drawLine(990,y,x,10);
            }
        }
    }
}

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// Draw top-left corner
    y = 640;

    for (int x = 10; x <= 990; x = x + 20) {
        y = y - 14;
        if (y >= 10) {
            g.drawLine(10, y, x, 10);
        }
    }

// Draw inner rectangle
    g.drawRect(250, 152, 500, 346);

// Draw small bottom left
    y = 152;
    for (int x = 250; x <= 750; x = x + 20) {
        y = y + 14;
        if (y <= 498) {
            g.drawLine(250, y, x, 498);
        }
    }

// Draw small bottom right
    y = 152;
    for (int x = 750; x >= 250; x = x - 20) {
        y = y + 14;
        if (y <= 498) {
            g.drawLine(750, y, x, 498);
        }
    }

// Draw small top right
    y = 498;
    for (int x = 750; x >= 250; x = x - 20) {
        y = y - 14;
        if (y >= 152) {
            g.drawLine(750, y, x, 152);
        }
    }

// Draw small top left
    y = 498;
    for (int x = 250; x <= 750; x = x + 20) {
        y = y - 14;

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if (y >= 152) {  
    g.drawLine(250, y, x, 152);  
}
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}
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